

For Referees Only

Adventure 10
Safari Ship

TRAVELLER[®]

*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop



This page is intentionally blank.

Adventure 10
Safari Ship

TRAVELLER[®]

*Science-Fiction Adventure
in the Far Future*

Game Designers' Workshop

CREDITS

Design.....Marc W. Miller
Able Assistance.....John Harshman, Loren Wiseman, and Tim Brown
Art Director.....Chris Purcell
Diagrams.....Chris Purcell and Lyle Dundek
Artwork.....William H. Keith, Jr.

Safari Ship

TRAVELLER, Adventure 10

Copyright © 1984 by Game Designers' Workshop, Inc.
All rights reserved. Printed in the United States of America.
No part of this book may be reproduced in any form or
by any means without permission in writing from the publisher.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

This booklet is an adventure for **Traveller**, GDW's science fiction
role-playing game set in the far future.

Traveller is GDW's registered trademark for its science fiction role-playing game
materials.

Game Designers' Workshop, Inc.
P.O. Box 1646
Bloomington, IL 61702

Table of Contents

INTRODUCTION	4
Standards and Assumptions	4
Characters	4
Beginning the Adventure	4
ADVENTURE SYNOPSIS	5
PLANS FOR A SAFARI	6
An Expedition	6
Kafla Thingvellir	6
Naasirka	7
THE EXPEDITION	8
The Quest	8
Through District 268	9
Investigating 567-908	9
Locating the Species	10
Complications	10
The Shriekers	10
The Gemstones	13
Return to Mertactor	13
SAFARI WORLD	14
Terrain	14
Climate and Weather	16
Local Life	16
SAFARI SHIP	17
Animal Class Safari Ships	19
Exterior Features	19
Interior Details	20
Interior Conditions	21
Inside the Safari Ship	22
The Lower Deck	22
The Upper Deck	27
The Air/Raft	29
The Hunting Launch	30
Ship's Lockers	30
DISTRICT 268	33
HUNTING	34
ENCOUNTER TABLES	37
Bestiary	39
THE SHRIEKERS	40
Shrieker Civilization	41
Shrieker Character Generation	42

Introduction

Safari Ship takes a band of travellers to an unexplored world as they accompany a business executive in his obsessive pursuit of a beautiful alien animal species.

For Referees Only: This adventure is intended to be read by referees only. **Traveller** players should not read any further unless they intend to referee this adventure.

Required Materials: It is assumed that this adventure will be administered by a referee who has read through this booklet completely, and who is familiar with the rules for **Traveller**. The basic **Traveller** rules govern the adventure. In addition, this adventure **requires** Supplement 2, *Animal Encounters*, and Supplement 4, *Citizens of the Imperium*.

Useful Materials: Materials such as Supplement 3, *The Spinward Marches*, Supplement 8, *Library Data (A-M)*, and Supplement 11, *Library Data (N-Z)* can provide background and additional information.

Paper, pencils, six-sided dice, and square grid graph paper will also prove useful.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure.

Location: This adventure begins on Mertactor (0707-B262732-B), located on the border of the Imperium where it passes through District 268, in the Spinward Marches. Activities lead naturally through District 268, to a world which has no name, only an Imperial Scout Service identity number: 567-908.

Date: This adventure is written to begin on Imperial date 132-1110, but the date may be altered as necessary for specific campaigns.

CHARACTERS

This adventure uses a band of adventurers and a ship crew which is a combination of player and non-player characters. Players may use existing **Traveller** characters, or generate new ones. At least some characters should be hunters generated from Supplement 4, *Citizens of the Imperium*.

Useful Skills: The following skills are useful in the adventure: hunting, survival, ship skills (such as pilot, navigation, engineering, steward), vehicle, and weapon skills.

Character Requirements: This adventure has openings for characters to serve as ship crew on a safari ship (pilot, navigator, engineer, steward), a hunter to serve as the expedition guide, and up to seven adventurers to assist in hunting and exploring. If there are not enough player characters to occupy all positions, the referee should generate non-player characters for unfilled openings.

Equipment: Characters begin only with minimal equipment; the opportunity to acquire more will come as the adventure progresses.

BEGINNING THE ADVENTURE

The referee's synopsis on the next page is a brief outline of the events to be expected in the adventure. With it as a guide, the referee can consult other chapters in this booklet for more detailed information about specific parts of the adventure.

Adventure Synopsis

Kafila Thingvellir, a very rich businessman and an amateur scientist from Mora, is mounting an expedition in search of an extremely beautiful species of animal; a form of trapper which has not been catalogued before. The discoverer of such a species has the right to name it, and Thingvellir is obsessed with the idea that his name be carried through history attached to the most beautiful animal type ever discovered. He has the encouragement and support of Naasirka, an Imperial megacorporation, which is negotiating to buy Sterilon, his medical equipment company.

Unfortunately, the other expedition members (Thingvellir's friends) have not yet arrived at Mertactor, and as a result, he must hire expedition members locally or be forced to undertake his explorations shorthanded. Thingvellir is working on a tight schedule, as he must return to Mora in time for the next scientific society meeting in order to show his discovery. The adventurers are caught on Mertactor with no current employment and accept positions on Thingvellir's safari. Recruiting statements by Thingvellir indicate that the expedition will also encounter denuli crystals (a rare form of gemstone); a good supply of these gems would make everyone very rich.

The goal of the expedition is an unnamed planet with a Imperial Scout Service identity number of 567-908. The group travels through the subsector to the planet and there begins a series of hunting expeditions in search of the trappers. Many animals are found, but the trappers remain elusive. Quite a few events are also endured; some of which lead to the discovery of the *shriekers*—a hitherto undiscovered intelligent race native to the planet. After a lengthy effort at establishing communications, the shriekers provide a tour of their city and some insight into their history. Observant travellers may notice that the egg sacs of the shriekers, stored in their homes until fertilized and hatched, are denuli crystals; the shriekers will not part with them and would consider it a crime for others to use them as gemstones. The shriekers present a problem which they believe the humans can resolve using their flying machines (the air/raft and the hunting launch). In return, they offer a variety of rewards, including the location of the trappers, if that matter has been mentioned.

The travellers should be able to easily help the shriekers, using their vehicles to rebuild a tunnel, clear a road, and rebuild a bridge, all vital links in an arduous route called the *Road to Memory*. This road leads to the *Valley of Memories*, the traditional shrieker breeding ground. Once this road is again open, the shriekers provide their reward to the group. The key, however, is the Valley of Memories—it is the habitat of the trappers. It is also the place where unviable, unhatched shrieker eggs are scattered in the hopes that the souls of the unborn will find new eggs to inhabit. Unscrupulous adventurers might be tempted to gather up eggs here for later sale as denuli crystals.

Once the trappers have been located in the Valley of Memories, the expedition can leave for Mertactor, where Thingvellir will catch a liner for his homeworld of Mora in time for the scientific society convention. A severe time limit forces a race through the subsector before Thingvellir finally catches his liner home, but only after paying off his expedition members.

Plans For A Safari

The type K safari ship *Leaping Snowcat* orbits above Mertactor, waiting for its passengers to arrive. At nearby Mertactor Orbital Starport, the crew has waited patiently, ready to leave on the ship's next expedition.

Down below, at Mertactor Down Starport, Kafla Thingvellir is waiting less patiently. His expedition into District 268 (in search of a beautiful animal species on a far-off world) is stalled because the rest of his expedition crew is late. Thingvellir left Mora (his homeworld) sixteen weeks ago; business took him to many of his company's offices along the way, and he arrived at Mertactor with nearly a year of free time ahead of him. His six comrades were less anxious to spend time handling mundane business dealings; they were to leave later, travel a more direct route, and meet him at Mertactor in time for the expedition to begin. And they haven't shown up! Time has become extremely important, and Thingvellir is impatient. He has decided to replace his lost friends with locally hired adventurers.

AN EXPEDITION

Kafla Thingvellir's expedition is mounted with the encouragement and assistance of Naasirka, an Imperial megacorporation intent on acquiring Sterilon, Thingvellir's medical equipment company. A successful expedition will discover a new species (Thingvellir's criterion is a *beautiful* new species) which he can give his name to. To Naasirka, the key is that a successful expedition will also call for Thingvellir to travel to Capital with evidence of his discovery. Proper filings in the Imperial Archives will guarantee that records of the discovery remain in library data for millenia. There is even some potential that Thingvellir could be introduced to the Emperor, if his discovery is beautiful enough. Naasirka stands to gain a great deal from this expedition. If Thingvellir travels to Capital, he will need to leave the operations of Sterilon behind, most conveniently done by selling out to Naasirka.

An industrial recruiter has gathered together several likely adventurers (the player characters) and has told them the circumstances of the upcoming expedition. Thingvellir is anxious, and willing to pay Cr4,000 per month per person (plus ship-board living accommodations and life support) for the duration of the expedition (which should be about 18 weeks). Naasirka is also concerned about the success of the expedition and is prepared (privately and discreetly) to offer up to Cr2,000 per person per week in addition to the salary offer by Thingvellir, plus a bonus of Cr2,000 per week if the expedition is successful. Finally, Naasirka adds (if necessary) an equipment allowance of Cr3,000, spendable on Mertactor before the ship leaves.

Departure time is early on 133-1110, just twelve hours from now.

Ship Crew: Some of the player characters may be better suited to the roles of ship crewmembers, and in such a case should be hired to fill vacancies on the crew list of the *Leaping Snowcat*.

KAFLA THINGVELLIR

Kafla Thingvellir is a business executive and primary stockholder in Sterilon, LIC, a medical products company prominent in the Spinward Marches.

Thingvellir is sole owner of Sterilon, and now he wants to retire—to Capital, at the core of the Imperium. Selling his company will bring him a fortune, but mere money is not enough in the court-dominated life of Capital; Thingvellir will need something to raise him above the crowd—a name, a distinction. He has the answer.

Siren: The University of Mora is supported with grants, endowments, stipends, and scholarships. Its benefactors (Thingvellir among them) have asked little in return, but they have dominated one organization within the university—*Siren*, the scientific endeavor society. The society (whose name alludes to the irresistible call of science) is the competitive focus in the lives of many of its wealthy members.

Some years ago, a member found that the discoverer of a new species has the right to name that species. Immediately, several Siren members mounted expeditions within the Mora subsector, finding *Aishiani's segmented worm*, *Dornfeld's lightseeker*, and *Kirigama's acidwort*. Then, it was established (through correspondence with the Imperial Academy) that custom allows a discoverer to name only one species after himself or herself (to name more than one is regarded as inexcusable vanity). The purpose was primarily to make trouble for those who had already found and named species. Others of the group found their species to name, but Thingvellir carefully held out. He too had mounted expeditions, and he too had found new species, but he gave them mundane names. He had never found a species that he wanted to bear his own name for posterity.

Newly discovered species are unveiled at the annual meeting of Siren. At the last meeting, one of Thingvellir's rivals revealed a new species—an exceptionally beautiful many-legged crawler from the outback desert of Catuz. The acclaim which this rival received incensed Thingvellir, and he knew the time had come to make his own ultimate discovery—a species worthy of the Thingvellir name.

Personal Fame: Reliable sources indicate that a discovery of sufficiently high quality would be an interesting novelty in Capital, especially if there were striking examples to be shown off. Properly managed, it could catch the attention of the Imperial family—and result in a knighthood, or even a barony. And that would guarantee a position in the high society of Capital.

NAASIRKA

The Naasirka commercial empire has always sought out new fields to expand into; currently, medical equipment looks attractive. Naasirka could establish its own company, but the start-up costs would be high; acquiring an operating company is cheaper and more efficient. The high price Naasirka would pay would still be less than the cost of starting up a new company, and it would eliminate Sterilon as a competitor in the bargain.

Naasirka knows that Thingvellir will sell out if he can find the beautiful species he seeks, and some of the information Thingvellir is using has secretly come from Naasirka operatives. This expedition has Naasirka's help because it will facilitate him selling out. The company knows that Kalfa Thingvellir's interest is turning into an obsession. They cannot find the species for him, nor can they guide him to it directly (even if they knew where it was). Instead, the company must be content with facilitating Thingvellir's endeavor and hoping for the best.

The Expedition

The expedition can be broken into five basic parts, and each of these may be further divided into smaller parts for resolution.

The five parts of the expedition are:

1. The journey through District 268,
2. The arrival at, and investigation of, 567-908,
3. Complications caused by the discovery of an intelligent race,
4. The discovery and capture of the trappers, and
5. The return to Mertactor.

Dominating the entire expedition is Thingvellir's quest for the trappers.

THE QUEST

In mid-1108, a free trader called at Mora and while there a crewman offered Kalfa Thingvellir a few small gemstones for a load of medical equipment. Thingvellir listened intently, knowing full well that the crystals were ruined denuli gems worth virtually nothing. He did know that unruined stones would be almost priceless, so he paid a minimum price and listened attentively to the trader's stories and filed them in his mind for future reference. He soon heard a story that captivated him; the trader told of a narrow escape from a staggeringly beautiful trapper with a translucent multi-colored crest on a world having only a number: 567-908. There, the merchant said he spent several weeks as his ship (the Free Trader *Homer*) laid over to repair some problem with its drives. He had wandered about the planet, finding beautiful forests, stark deserts, strange animals, this handful of deteriorated gems and many other things. There were other stories about other worlds before the merchant left on his ship, but the one which haunted Thingvellir was the one about the trappers on an unnamed world beyond the Imperial frontier.

Later, Thingvellir researched library data enough to know that the magnificent trapper was not catalogued. If he could find it, it would be his to name.

The requirements of this quest are simply stated, if not simple to achieve. Thingvellir must first find (physically locate) a hitherto unrecorded, unreported, species of animal. His own standards add that it must be strikingly beautiful.

Once located, the animal must be thoroughly observed and recorded. Photographs, video recordings, holograms, sound recordings (if necessary) and sensor readings of the animal must be obtained. The animal's movements, habits, and behavior must be noted, and theories formed to explain it. Finally, specimens must be taken.

The data and the specimens must then be returned to Mora, to be unveiled at the next meeting of Siren. A detailed report can be written en route. But Thingvellir must be back at Mora by 005-1111, the day of the scheduled annual Siren meeting. There the presentation and audience applause would be a spectacular reward.

To be at Mora on time, Thingvellir must return to Mertactor by 263-1110. On that date, he can catch the scheduled jump-4 liner that will take him on to Mora. Even a day late, and he will miss the Siren meeting by more than two weeks.

Alternatives: If the scheduled liner is missed, Thingvellir could conceivably

charter a jump-3 patrol cruiser at Mertactor and proceed directly to Mora; the last possible date to leave Mertactor would be 280-1110. The cost of such a charter is astronomical—well over Cr1.3 million, and Thingvellir would avoid it if possible.

THROUGH DISTRICT 268

Navigation through District 268 is an easy task, and the player characters can provide guidance to Thingvellir about the course to follow. The subsector map and world data in this adventure should serve as the basic guide to the journey.

Each jump (whether jump-1 or jump-2) takes one week. Upon arrival in a system, the ship must refuel and return to the jump point. Refuelling at a gas giant takes about three days; refuelling at a starport takes about two days. The ship budgets about a week for the process, but that may be reduced if desired.

Ship Encounters: Other ships may be encountered as the *Leaping Snowcat* enters or leaves a system. Use the starship encounters table and procedures in **Traveller**, rolling once when the ship enters a system and once when it leaves.

Encounters labelled on the table as pirate vessels may be imposed as Imperial Naval patrols, or as Sword World Naval patrols. Properly circumspect behavior should be sufficient for the ship to be allowed to continue, although a boarding and inspection is probable. Imperial forces will warn against possible Sword Worlder marauders, while Sword Worlders will be renegade ships which have refused to observe their Confederation's surrender to the Imperium.

INVESTIGATING 567-908

Upon arriving in the 567-908 system, the ship can proceed directly to the planet.

From Orbit: The world can be reconnoitered from orbit, in which case the basic layout of the planet can be seen. The player's map of 567-908 should be made available to the players from this point on. In addition, the world's characteristics can be confirmed. It can be seen that respirators will be required when individuals venture out into the very thin atmosphere. Temperatures are moderate to warm.

The Starport: This world's starport is merely a marked patch of bedrock marked on the navigation charts. It is located on the equator not far from the eastern shore of the sea. This region has patches of exposed bedrock, and one such patch has been designated the starport. There are no facilities, no personnel, and no buildings or services. A nearby river is a source of unrefined fuel.

The starport beacon is an unobtrusive installation; the antenna extends a few meters above the ground, while the beacon transmitter is located below ground in a sealed vault. At the antenna base is a handset (which interfaces to the beacon) and an electronic starport log.

The log is simply an automated recording of starport landings, activities, notable events, and other basic data about starport activity. Information is entered manually at the beacon itself (such data entry is voluntary and is used like a flight plan for rescue purposes).

Someone may decide to examine the log for evidence of the *Homer*. If necessary, Thingvellir can indicate that the merchant had told of visiting this world in 1107. The log contains perhaps three entries per year for the past four years, so it should be easy to immediately find a record of the free trader *Homer* laying over for drive repairs between 040-1107 and 072-1107. There is no indication of safaris or expeditions to this world. If any have come here, they are not recorded on the log.

Setting Up Camp: It is a simple matter to set up a base camp with the safari ship; little more than an hour is required to properly site the ship and establish a base. When base is struck, the ship can lift in less than an hour (or in a few minutes if the departure is to be untidy). The air/raft is probably best for short range recon; the hunting launch is best for long range. As the focus of the expedition changes, the safari ship itself can be moved to a new site.

LOCATING THE SPECIES

The trappers which Thingvellir seeks live in the shriekers' Valley of Memories, a remote mountain valley in the center of the mountainous region of 567-908. Unless the adventurers randomly select this territory and go there on a lark, there is no chance of them finding the trappers. The merchant who originally mentioned the trappers to Thingvellir has not provided enough information for anyone to pinpoint their location.

Because the adventurers don't know this, however, they can (and should) embark on a series of hunts using the hunting rules and the animal encounter tables. Although they are hunting for the trappers rather randomly, the tables should lead to encounters with the shriekers, and that can ultimately lead to the trappers.

COMPLICATIONS

The simple straightforward progress of the search for the trappers is complicated by two considerations—the discovery of the intelligent shriekers, and the discovery of the denuli gems.

The Shriekers

The animal encounter tables provide for several events, including distant signs of the shriekers and then contact with the shriekers. This contact presents the player characters with an alien race which has apparently not been encountered before. The surveys list this world as uninhabited, and they are clearly wrong.

First contact with the shriekers involves attempts at communication. Communication between humans and shriekers is a difficult proposition. Spoken language uses different frequency levels, and humans cannot hear much of the sound produced by shriekers, although shriekers can hear human voices. The shrieker nerve pulse cannot be sensed by humans even if in direct contact, and so it is difficult for humans to understand the subtleties of much of what is said by shriekers.

Attempts by humans to translate shrieker speech center on three possibilities: written communication, spoken words, and nerve pulses. The ship's computer can assist, but it cannot complete the process without input and assistance by humans.

Attempts to communicate with the shriekers are made in six hour blocks, with the possibility of a breakthrough during each block of time. Breakthroughs occur in order 1 to 5, and each produces greater comprehension and communication.

Breakthrough 1— Diagrams or drawings (throw 4 +): Diagrams drawn in the soil or on paper may initially be used to attempt communication with the shriekers. Shrieker written language is rudimentary and serves as a shorthand to assist in memory; it is rarely complete and readable by itself. Diagrams are a start toward communication because they are readable by both human and shrieker sight.

Breakthrough 2— Full frequency sensors for high frequency sound (throw 7 +): Shrieker speech covers a range of frequencies beyond that heard by the human ear.

Using ship or portable sensors to pick up the higher frequencies enables the group to work on all available data.

Breakthrough 3— Computer memory for vocabulary (throw 6+): The computer can store and cross-reference spoken words and their meanings. The computer must be modified and programmed for this task once it is undertaken (throw 11+ per six hours work; DM + electronic and + computer skill). A shrieker must spend time saying words for objects while a human identifies them. With this vocabulary, the computer can roughly translate shrieker speech to Anglic (human speech), and Anglic to shrieker. Shrieker speech, however, is extremely choppy and conveys only concrete labels (while body motion or nerve pulse contact provides such concepts as verb tense, pronouns, and subjective evaluation). A computer translation will provide only basic nouns and unconjugated verbs when dealing with shrieker speech (and the referee should provide it in this manner). Shriekers will hear human speech in much the same way.

Breakthrough 4— Shrieker skill (throw 8+ for the shriekers to think of having a priest with shrieking skill work on the problem): Because shrieking skill is associated with long distance communication, a shrieker with shrieking skill has a greater chance of conveying information to humans, although it will (like other shriekers) still be unable to comprehend human speech. The shriekers will have to make this breakthrough once they realize that humans cannot directly reproduce their speech.

Breakthrough 5— Computer simulation of nerve pulse (throw 10+): The shrieker nerve pulse may be observed as shriekers cluster together to communicate while touching, and as the shriekers attempt to touch humans when speaking to them. Once this is realized, electronic skill and computer skill can be combined to produce a nerve pulse simulator (throw 10+; DM + electronic and + computer skill). The computer can produce the correct impulses to enhance ordinary human speech and make it more intelligible to the shriekers; more importantly, it can capture many of the supporting concepts in shrieker language, and make it comprehensible.

Shrieker Civilization: Once communication is established, the shriekers can introduce the adventurers to their city and their civilization (their city is marked Great Retreat on the referee's map). There the adventurers can undertake meetings with priests and discussions of their archives, visits to typical homes, appointments and bargains with merchants, and anything else that interests them. The shriekers should be administered as curious and fascinated with the newly discovered humans.

Referee: An observant character touring a shrieker home will have a chance of noticing a shrieker egg sac (throw 9+ per home per visit) and identify the eggs as denuli crystals. Obviously, the crystals are not for sale. If asked, the shriekers can provide an explanation of what they are.

After a short time in the city, the travellers will be summoned to the central temple to meet with a great elder priest (the local government is controlled by elder priests). At this meeting, the elder will undertake a long discussion of the nature and abilities of humans and shriekers. Finally, it will mention a long-standing problem for which the shriekers need a solution.

If possible, the discussion will also touch on the trappers which Thingvellir is seeking and they will be mentioned as a reward. If the trappers have not been mentioned, other rewards which the elder can offer are less valuable, although they have great value in shrieker culture; they include wands, sparkplants, local art, and refined metals such as copper and tin. Of these, the metals are the least valuable.

The Shriekers' Problem: The shriekers of the Great Retreat have long undertaken mating pilgrimages soon after reaching adulthood. These pilgrimages require a journey of 2,000 kilometers to the mist-shrouded *Valley of Memories*. It is there that shriekers mate for life, producing one large egg sac per couple. Afterwards, the couple returns to its home territory and carefully guards the eggs, to hatch them when food is plentiful and other conditions are right.

The pilgrimages are long, arduous affairs, and a small fraction (3%) of the pilgrims never survive the journey. Those who do survive have a viable egg sac which will produce young for years to come.

Pilgrimages follow The Road To Memories, a highway built by the government to pass through the Barrier Range and the difficult terrain beyond. The road twists and turns through passes and valleys in order to stay below 4,000 meters altitude; above that level, shriekers could not breathe. The journey takes about four weeks each way. The road overcomes three otherwise insurmountable obstacles along the way: it bridges a major chasm, tunnels through a sheer rock mountainside, and finally clings to the side of a sheer rock face.

Recently (about 20 standard years ago), a series of severe seismic disturbances collapsed a vital tunnel along the road. Fighters, taking long and arduous alternate paths, have reported that the road is also broken at two additional places. Initially, there was little concern, but there is now a growing realization that without the road there will be no new generations of shriekers.

Shrieker priests with memory skill can remember the old routes which were used before the current tunnel, bridge, and rock face road were built, but investigation has shown that those original routes have deteriorated to the point of uselessness, and repairing them would take even more time.

Some radicals have suggested that a new pilgrimage destination be created—one which is easier to get to. The objections to this come from both radicals and conservatives. On the one hand, shriekers themselves would consider the young from such a new valley to be serfs and inferior; no better than the children of the wild nomad tribes of the plains. On the other hand, critics say if the new route were much easier to travel, it would not serve the purpose of increasing fertility.

No decision has been made, and meanwhile, work crews have been laboring to repair the tunnel. Once it is repaired, they must rebridge the chasm and then recut the rock face road. Ten years of labor could be required to rebuild and clear the road; if the work would take more than about sixteen years, the shriekers could die out. The Road to Memories must be reopened.

To reopen the road, the adventurers must find each blocked stretch and correct it. One priest and one seeker can accompany the group and provide assistance (two shriekers can fit easily in the hunting launch). Once the project begins, a pilgrimage numbering 1,000 shrieker couples will set out, progressing at 250 kilometers per standard day. These shriekers will be able to provide labor if needed.

The Tunnel: The tunnel penetrates a sheer mountain about 100 kilometers from the Great Retreat at a point where it has earlier proven impossible to build sloping trails. It is relatively short (less than 700 meters long) but it has collapsed completely. The adventurers have two options in working on the tunnel. They may repair it themselves (two weeks using a shrieker work crew and the hunting launch), or find an alternate existing route (three days using the hunting launch, then another three days marking the route).

The Rock Face Road: Beyond the tunnel, the road is in good condition for 400 kilometers, but then cuts across a sheer rock face and at this point has been cut by an avalanche. Shrieker labor to clear it would take several years due to the difficulty of getting more than one or two shriekers into digging position at one time. The hunting launch can be fitted with a locally produced bulldozer blade and the path can be cleared in about five days of round-the-clock work.

The Bridge: Nearly 600 kilometers beyond the rock face road stood a suspension bridge which crossed an extremely deep chasm. The moorings for the suspending cables on the near side have given way, and the bridge has fallen into the chasm. The air/raft or hunting launch can be used to retrieve the bridge cables, while shriekers can cut and fit new planking for the bridge deck. The entire assembly can be put back in place in less than two days.

The Valley of Memories: The valley lies 900 kilometers beyond the bridge. The pilgrimage must continue along the road; the shrieker priest with the adventurers can reveal the trappers are native to the Valley of Memories, and that a special permission has been given to observe them and take specimens.

The Gemstones

In 480, an explorer named Mtume Denuli chanced upon 567-908 and the Valley of Memories. He stayed only briefly, and a discovery he made was a quantity of shrieker eggs scattered about the plain. He kept them as keepsakes and only after his death did his estate sell them (for a fortune). Unfortunately for his heirs, there was no record of where he had found them. The gemstones' striking beauty and restricted quantity made them an extreme rarity of great value, and in the centuries since, no one has ever found more. Few people would recognize them; fewer still would recognize deteriorated examples, or know that extremes of weather or temperature will cause the gems to deteriorate. Thingvellir, coming from a rich family, knew only by chance.

When the merchant from the *Homer* chanced on the Valley of Memories, the road to it was blocked, and he never saw any shriekers. He found the deteriorated denuli gems scattered about and gathered some up; he also encountered the trappers in his travels through the valley.

The Current Situation: Because the Valley of Memories has not been visited for several years, the gems lying around are old, grey, and unappealing; they have no value. The shriekers which arrive at the Valley with the adventurers will, however, scatter new crystals about. Shriekers will not tolerate the gathering of their unviable eggs. If the shriekers discover such activity, they will turn violent against the responsible individuals immediately. Others, so long as they do not become involved, will be left alone. The result of the shrieker reaction should be a severe beating and a confiscation of any denuli gems in the individual's possession. If necessary, an escalation of the violence may continue until all of the shriekers and the adventurers are involved. Denuli gems are worth approximately Cr10,000 each, and several hundred are available once the newly arrived shriekers have scattered theirs about.

RETURN TO MERTACTOR

The return to Mertactor is a race against time. Thingvellir must return by 263-1110 in order to catch a liner for Mora, or by 280-1110 if he is to charter a ship instead. His absolute deadline is 005-1111: the date of the next meeting of Siren on Mora.

Safari World

The planet 567-908 is an infrequently visited world at the spinward edge of District 268. Library data and computer memory readouts indicate the UPP for the world is

567-908 0201 E532000 0 Poor.

The world is 8,000 kilometers in diameter and has a very thin atmosphere. A sea covers about 20% of its surface. The planet is uninhabited by intelligent species and has no government, law level, or tech level.

The planet has a 30 hour day and is 2,932 million kilometers from its central star. The local year is 42.5 standard years. There are no satellites and as a result there are no tides of any consequence.

Maps: Rudimentary maps have been produced by Scout Service surveys. A copy of the existing map is provided on page 48 (the last text page of this booklet); that map is suitable for disclosure to the players in the course of the adventure. Information on the map includes terrain types and equivalents which may be encountered within map hexes. Scale for the map is 700 kilometers per hex.

Referee's Map: A more detailed map of 567-908 is provided on the facing page. This map shows details and locations which the player characters may discover in the course of their expedition.

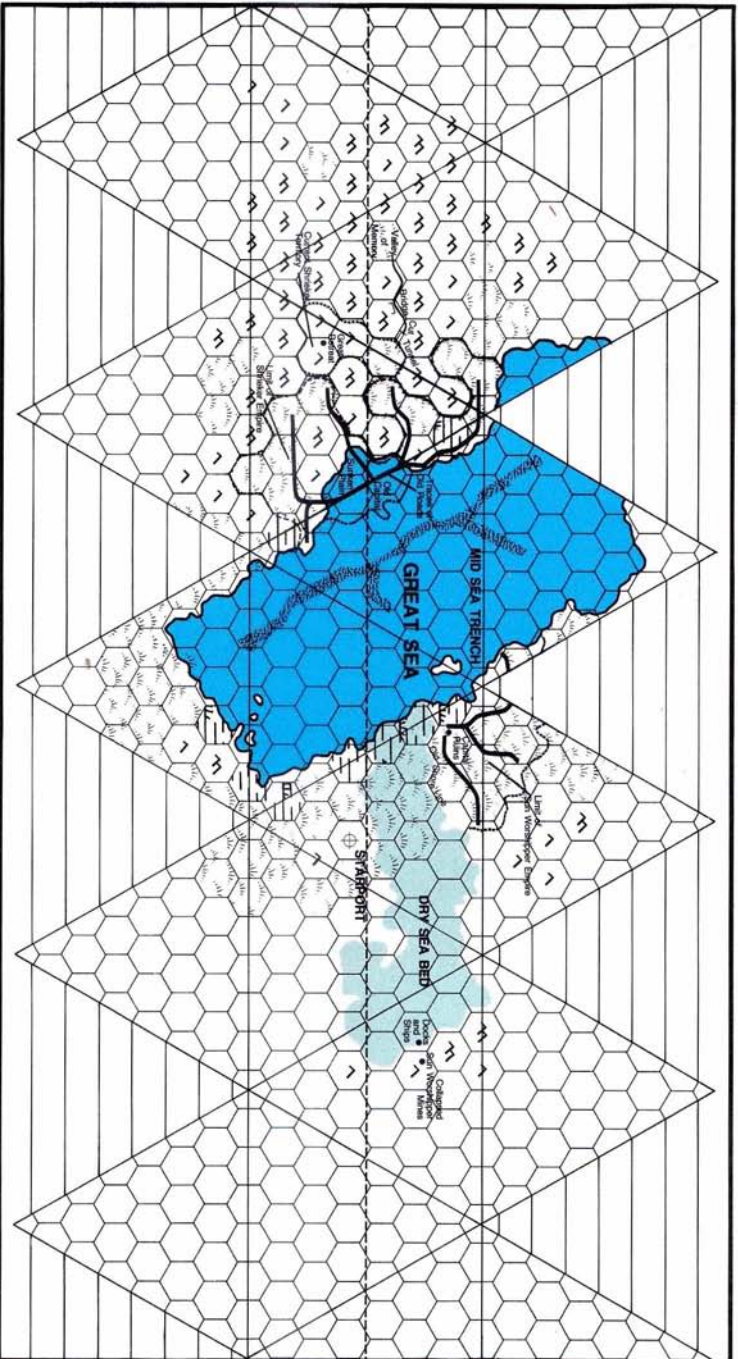
TERRAIN

Most of 567-908 is desert. In fact, one entire hemisphere is desert. The other, with its center occupied by the world's single sea, is savannah, forest, and mountain. Terrain types for use with animal encounter tables are shown after each region shown below, and noted on the terrain key. Details on animal encounters are provided in the chapter on encounters.

The Sea (Maritime Locations): The single sea stretches from north to south in a roughly rectangular shape with a mean depth of about 100 meters. A single deep trench about 800 kilometers wide and 3,000 meters deep runs north-south along the western edge of the sea. Detailed investigation by the players can show that the world once had shallow seas over nearly 30% of its surface (versus only 20% at present). There are salt flats and dry seabeds in parts of the desert as well as other geological evidence. The deep trench in the sea is sufficient to drain outlying sections (now dry) of the sea and is the result of plate movements on the world crust. It is possible to place the approximate date of the catastrophe which formed the trench and drained the outer seas at about -6000.

The Wetlands (Swamp, Marsh, and Jungle): Numerous estuaries and wetlands cover the eastern shores of the sea. They may be divided into two basic types: marshes (flooded grassland with little forest or tree cover) and swamp (more mature wetland with stands of trees and clumps of higher ground). Some regions in the area have a great deal of tree cover and can be considered jungle.

The Savannah (Prairie, Clear, Forest and River): Broad flat prairie covered with thick



Hex Scale
700 km/hex

567-908
Referee's Map

indigenous grasses surrounds the sea. It is drained by many wide, shallow rivers and dotted with occasional small forests and woods.

The Desert (Desert): More than half of the planet is covered by a single large desert. Much of the desert directly east of the savannah is identifiable as dry sea bed.

The Foothills (Broken and Rough): Small hills surround the mountain ranges. They average 4,000 meters altitude, with a minimum of 2,000 meters.

The Mountain Ranges (Mountain): High mountain ranges have peaks from 10,000 to 15,000 meters in height, and all have a minimum altitude of 4,000 meters.

CLIMATE AND WEATHER

567-908 is a warm world (average temperature is 26° C) with remarkably little temperature variation through the course of the year. Temperature decreases closer to the poles (about 1 degree per 10 degrees of latitude) and as altitude increases (about 6 degrees per 1,000 meters altitude).

Occasional disturbances in the atmosphere produce periods of storm and wet weather, but they are relatively unpredictable.

For each hex within four hexes of the sea, throw 11 + once per local day for a wet period to start. If it does start, then overcast and rain will continue for 1D days in that hex.

Flash Floods: Rain in a savannah hex will produce flash flooding after four days. Individuals are given four combat rounds warning that the flood wave is coming: throw strength or less for three of the four rounds to successfully scramble to safety. If unsuccessful, throw 1D-2 for the number of dice hits taken as injury in the flood. Floods can disable the ship or vehicles for 1D days if on the ground when the flood hits. Unless the vehicle has specifically been stated as landed on high ground it is vulnerable to damage (usually, the crew will place the ship and vehicles on high ground on subsequent occasions).

Heat Prostration: Without rain, there is the possibility that individuals will become victims of the heat. If there is no rain, and the temperature is above 20° C (possible if the latitude is less than 60° North or South; or if local altitude is less than 1,500 meters) then throw endurance or less once per day for heat prostration if the individual is involved in any physical activity outside the ship, hunting launch, or air/raft for more than one hour.

Hot weather clothing provides a DM - 4 on a heat prostration throw. Allow DM - survival skill as well.

A victim of heat prostration must be moved to a cool place, provided with water and salt, and allowed 1D hours to recover.

LOCAL LIFE

The major effects on the evolution of local life forms have been the world's very thin atmosphere and its low gravity. Much of the life has remained in the sea. Animals that have ventured out onto land have large lungs; while plants are broad-leaved to better use the sun's radiation.

The Predominant Pattern: Animal life follows a great many different patterns, but all larger life forms appear to be eight-legged, with a keel bone running along the bottom of the body as a channel for the main nerve cord.

As in any environment, various life forms have adapted to their niche in the local ecology, and they vary depending on their own nature and habitat.

Safari Ship

Ships can accomplish a great many different missions, and not all of them are designed for military or trade activity. In a class along with the yacht and the personal touring ship is the safari ship—designed for expeditions to strange or far-off worlds in search of adventure and excitement. The general pretext for the ship is the hunt; its passengers are in search of animal or plant life to be found, captured or killed. In actual use, the ship can (and does) support a wide variety of activities in addition to hunting. These can include scientific expeditions, treasure hunts, salvage missions, and even simple vacations or retreats.

Safari Ship (type K): Using a 200-ton hull, the safari ship is an excursion vessel intended for trophy-taking (actual or images) expeditions to other worlds. It has jump drive-B, maneuver drive-A, and power plant-B, giving a performance of jump-2 and 1G acceleration. Fuel tankage for 60 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/1bis. There are eleven staterooms and no low berths. The ship has one hardpoint and one ton allocated to fire control. A double turret is installed, but no weapons are mounted. There are two ship's vehicles: an air/raft and a 20-ton launch. Cargo capacity is 6 tons. Two 7-ton capture tanks can hold specimens, and a 7-ton trophy lounge serves as a hunters' recreation area. The hull is streamlined.

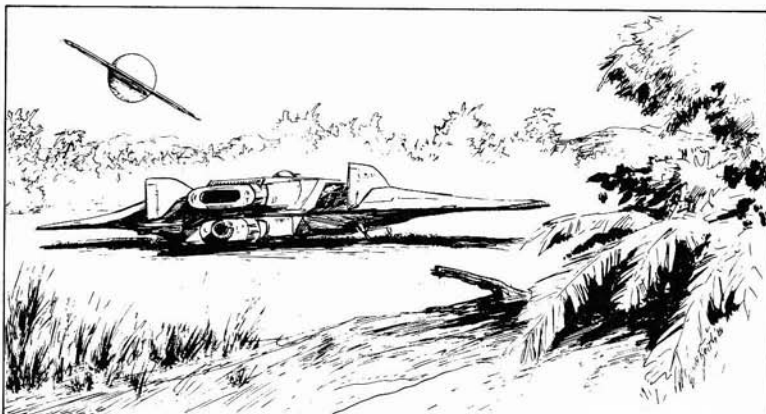
The safari ship requires a crew of four: pilot, navigator, engineer, steward/medic. A gunner and additional personnel may be added. The pilot normally operates the launch; the steward normally operates the air/raft. The ship can comfortably carry a party of 7 (various double occupancy arrangements can boost total capacity to 20, including a crew of four) on expeditions; it does not engage in commercial passenger service. The ship costs MCr81.08 (including 10% discount for standard designs) and takes 11 months to build.

Safari ships come in many shapes and sizes, and under many names; the one described here is typical.

Performance: The safari ship has a reasonably efficient jump rating of 2, but is relatively slow with only 1G acceleration capability. Its fuel tankage of 60 tons allows it to handle two successive one parsec jumps, and to cruise at 1G, maintain life-support and environment, and generally operate with efficiency for about four weeks. This time is extended to 16 weeks if the ship does not jump, or if it refuels prior to jump.

Special Features: Because the safari ship is designed to support expeditions into unknown or wild territory, it is fitted with a variety of special features to help it accomplish its purpose. These include streamlining for appearance and efficiency, a special hunting launch for on-planet expeditions, an air/raft for hunts or cruises, and luxurious appointments throughout for creature comforts and diversions. The ship also boasts a pair of holding tanks for handling and storage of carcasses or live trophies. Each of these features is described in the text of this chapter.

Operations: Safari ships are typically built and operated by large corporations as yachts for company entertainment. When a company's public relations department



makes such a ship available to clients for excursions, billion-credit deals are often sealed during the journey. However, because such ships are not constantly used in the public relations role, they are also hired out or chartered instead of being allowed to stand idle.

Eventually, safari ships can become surplus to the needs of the large corporation and are sold. Since such ships are of little commercial use, they end up as cheap yachts for those who can afford them, or continue as safari ships in the hands of private outfitters.

Refuelling: The safari ship has interior fuel tanks totalling 60 tons capacity, sufficient to support one jump-2 (or two consecutive jump-1), and to operate the power plant and maneuver drive. The 20-ton hunting launch has its own 1-ton fuel tank. The ship is equipped with fuel scoops, and routinely refuels by skimming gas giants. The ship is also capable of refuelling by processing water from local seas on the worlds it visits.

Finances: When maintained by large corporations, the cost of operations is often ignored, or concealed in advertising or public relations budgets. Such corporations generally pay cash for the vessel, and maintain crew salaries and operating expenses as normal costs.

When operated by private outfitters, the ship expenses can be computed using normal procedures presented in **Traveller**.

Charters of safari ships are common. The cost of such a charter is computed based on staterooms available (8; the suite counts double) and on cargo tonnage (27 tons—6 tons standard cargo area, two 7-ton capture tanks and the 7-ton trophy lounge). Total charter cost for the ship for two weeks is Cr95,300. Typically, an outfitter will add a surcharge of 10% to 60% to this charter fee to cover added expenses, licenses, provisions, and the expertise which organizes the expeditions.

Ship Model Variants: The specific safari ship design presented here has been used for several other purposes or missions, either through conversion of existing safari ships, or through deliberate variants produced by the shipyard. These variants include yachts, Scout Service exploratory or survey vessels, passenger carrying liners, and free traders. This particular model has proven unsuccessful in commercial service due to its limited capacity for cargo.

ANIMAL CLASS SAFARI SHIPS

The vessel described in this chapter is a standard design which is widely available within the Imperium as the animal class safari ship. Ships in this class are named for animals, giving the builder a wide variety of potential names. Outside the Imperium, the same plans have been used but a variety of names are used.

Manufacturers: Most shipyards have produced safari ships, and the quality of the ships varies with the manufacturers. Often, special appointments are included in these ships, and their quality depends on the company supervising construction. Thus, a shipyard owned by Makhidkarun (which specializes in entertainment and communications) would probably lavish extra attention on entertainment and communications equipment, but might have to skimp on other areas of equipment. Similarly, Naasirka (with excellent computer products) would install high quality computer equipment on board.

Probably the best safari ships are constructed by subsidiaries of Tukera. Safari ships produced by General Products, LIC are easily the worst; while of acceptable quality, the company has a reputation for turning out products of only adequate workmanship and detail.

Many safari ships are produced by independent shipyards, and their quality can be ascertained only by careful inspection and examination.

EXTERIOR FEATURES

The animal class safari ship is a sleek flying wing shape with a transparent front windscreen. Maneuvering fins project from the upper surface, and retractable landing pylons support it while on the ground.

Special Features: The exterior hull has several features designed to enhance safety and utility for the ship. High intensity lights are installed on the forward wing edge and illuminate the area viewed through the windscreen. Additional lights are aimed rearward to illuminate the area of the rear retractable porch. The hull itself can be electrically charged in order to ward off animals or plant life which menace the ship. External speakers allow individuals on the bridge to speak to the outside; special circuits can create a variety of noises and signals to recall expedition members to the ship, warn them of dangers, or give other information.

Access Points: The hull of the ship is smooth and strong. Penetrating the hull is possible only with anti-ship weaponry. Four access points are commonly available for the ship.

The Forward Air Lock: On the forward windscreen of the ship is an air lock which allows controlled access to the ship from outside. The air lock itself protects the interior environment through its interlocking doors. On worlds with acceptable atmospheres, it is possible to program the ship's computer to allow both doors to open at the same time.

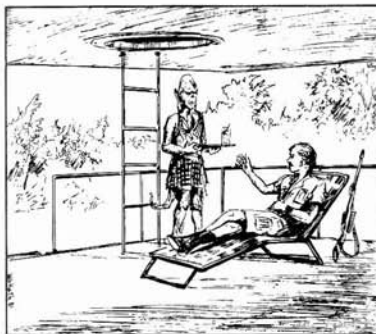
The Air/Raft Bay: In the center of the upper deck is a small hangar for the air/raft. Normally, the sliding doors for the hangar are closed. Suitable controls inside the hangar and on the bridge can open the doors, as can a coded radio signal from the air/raft itself. The entire hangar (a close fit for the air/raft) is an air lock with interior valves leading to the drive room and the bridge.

The Hunting Launch: When the hunting launch nestles in its slip, it mates with an iris valve which leads into the trophy lounge on the lower deck. In addition, the

launch's capture tank doors mate directly with the doors of the capture tanks within the ship.

If the hunting launch is not present, it is possible to enter the slip and then use the launch mating iris valve to enter the ship itself.

The Retractable Rear Porch: Mounted immediately under the rear portion of the upper deck and to port of the launch bay, is a retractable rear porch platform. An integral part of the ship's facilities, the porch can be extended to form a safe platform for ship's clients to lounge and to view their surroundings while never leaving the safety of the ship. A ladder leads from the porch to the upper deck corridor directly above. The platform is retracted when the ship is in motion, and is extended only when the ship is at rest on a world surface.



Forced Entry: It is possible to force entry into the safari ship with relative ease. The forward windscreen, while composed of a tough transparent material, is not unbreakable and will be pierced when subjected to 100 hit points from any weapon. Exterior iris valves can be forced as indicated in the iris valve paragraph under interior details.

The Windscreen: The windscreen panels for the ship are removable, and can be dismounted in approximately two hours by two persons using standard tools and mechanical skill. Each panel measures three by three meters.

INTERIOR DETAILS

The specific interior fittings of the safari ship are standard Imperial designs, and examples are shown on the symbols chart of the deck plans.

Fixtures: The following are basic structures within the ship.

Bulkheads: The major structural components of a ship are bulkheads which achieve a compartmentalization of the ship for damage control and environment maintenance in the event of disaster. A concerted effort with an energy weapon or explosive must produce 1000 hit points of damage in order to create a person-sized hole. Bullet firing weapons are ineffective against bulkheads.

All deck floors are assumed to be bulkheads.

Interior Walls: Interior walls are partitions: non-load-bearing panels firmly fixed in place. They are not pressure-tight, and cannot withstand a concerted assault. Firing 100 hit points at such a wall with an energy weapon will burn a hole large enough for one person to pass through; an explosion which produces 100 hit points of damage will produce the same effect. Weapons firing bullets are less efficient in doing this sort of damage; such a weapon must produce 1000 hit points before a person-sized hole is created.

Portals: The following are standard fittings for doors between rooms.

Sliding Doors: Set in interior walls are sliding doors. Such doors save space over more conventional swinging doors, and so are standard on most starships. They are not air-tight, and serve merely as privacy screens. They may be broken down

in the same manner as interior walls.

Sliding doors are powered, and open completely (assuming that ship's power is on) when a stud is pressed on the wall next to the door. Such doors may be locked (from either side or from the ship's computer) and a red light shows on the stud panel to indicate this fact. Shipboard courtesy considers locked doors a call for privacy, and they are respected except during emergencies. When ship's power is off, sliding doors will not open automatically, but can be manually overridden with brute force (throw strength or less to open; DM - 4 if a metal lever is used).

Iris Valves: Iris valves are pressure-tight automatic portals set in bulkheads. A valve functions much like the iris of a camera: many panels retract to leave an open passage or extend to block the portal with solid metal. Iris valves may be horizontal or vertical. The deck plan symbols chart shows the various combinations possible. Iris valves are operated by pressing a stud on the wall next to the valve. A valve may be locked from either side or by the computer, and a red light shows on the panel to indicate this condition. Valves cannot be forced closed if already open.

Valves are very difficult to force open once fully closed. Throw strength or less to force open a closed iris valve; DM - 4 if metal lever or rod is used to pry the valve open, DM - 2 if dexterity 10 +, - 3 if the person is in a vacc suit, + 2 if ship's power is off, + 8 if locked. Gunfire and explosions simply block the valve tighter. Iris valves close automatically when a pressure difference is sensed between the two sides of the bulkhead. They will not close fully until the valve is clear of any foreign objects (like legs, hands, etc.).

Viewports: Views of the outside are possible only in certain specific locations on the ship: the trophy lounge, the bridge, the turret, and the hunter's suite.

The forward windscreen provides exterior viewing from both the bridge and the trophy lounge. Because it covers one full wall of each location (and because these areas are frequented by the passengers and crew), it makes up for the lack of viewports elsewhere.

The vision ports of the turret allow some exterior viewing, but the turret is generally off limits to passengers.

The aft section of the hunter's suite has a transparent wall similar to the forward windscreen. It functions as a picture window/skylight, and is considered a luxurious appointment to the best stateroom on the ship.

Electronics: Routine electronics fittings in the safari ship include an intercom system and computer terminals. The intercom connects each room and corridor with every other; it is possible to call any other room or corridor in the ship, or to broadcast an announcement throughout the ship. All calls are processed through the central computer.

Computer Terminals: In addition to the standard computer installations on the bridge, and in the drive room, there are computer terminals in the trophy lounge, the hunter's suite, and in staterooms 5, 6, 17, and 18 on the upper deck. These terminals allow access to the ship's library data, the computer's computational ability, and to other capabilities of the computer. Safety interlocks prevent these terminals from tampering with the main functions of the ship, although skill of computer 4 + could be used to break into the main computer functions from a terminal.

INTERIOR CONDITIONS

Normal conditions generally approximate those of a livable world surface.

Light: All areas within the ship contain provisions for lighting sufficient for reading. Lighting can be controlled by switches within each room or from the computer.

Some areas of the ship have special lighting capabilities. The bridge and corridors can be lit in red light to preserve night vision. The capture tanks can be lit in a variety of different wavelengths in order to reproduce native environments or to enhance observation by the passengers and crew.

Temperature: The interior of a normal ship is about 20 degrees Celsius.

Plumbing: Each stateroom contains sanitary facilities for individuals, including shower, toilet, and washbasin.

Gravity: The safari ship has grav plates built into its flooring. These plates produce standard gravity within the ship's interior. Acceleration compensators are also installed to negate the effects of high acceleration and lateral G forces while maneuvering. The passengers on the ship would be unable to tell whether they were moving through space or grounded on a planet without looking outside.

Power: The ship's power plant provides power to all interior mechanisms and they continue to function as long as power is supplied. A prominent power-on switch (with appropriate safeguards) is located on the bridge and in the drive room.

Atmosphere: The interior of the ship is fully pressurized and supports life. Recycling equipment maintains the atmosphere and removes waste gases.

INSIDE THE SAFARI SHIP

The deck plans for the safari ship show the interior of a typical vessel. The ship is divided into two levels: an upper level encompassing the bridge, drives, and staterooms, and a lower level holding a recreational lounge, capture tanks, and the hunting launch.

The Deck Plans: Individual rooms are numbered consecutively on each level within the deck plans. Rooms are discussed in numerical order.

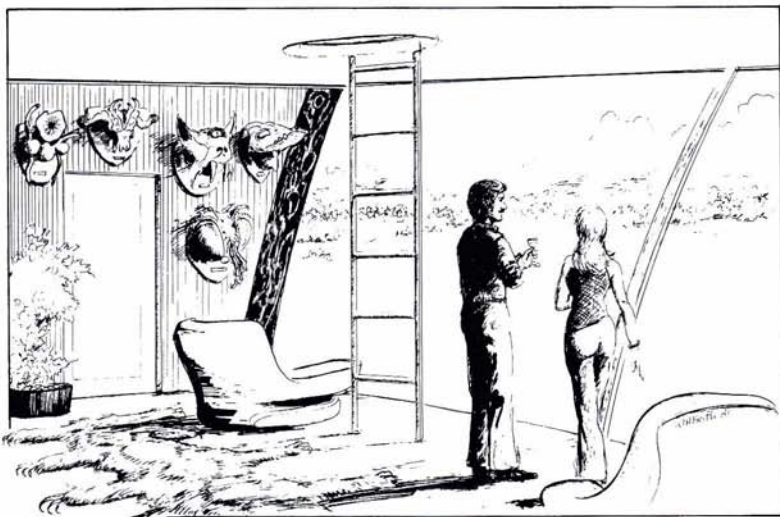
THE LOWER DECK

The lower level of the safari ship is devoted to the hunt. It rests on landing pylons about a half meter above the ground when the ship is landed. Access is available through the forward air lock, or through the hunting launch slip if the launch is not present.

Capture Tanks. Two large capture holding tanks are situated toward the rear of the lower deck. Accessible through a large sliding bulkhead door, each tank is a holding vessel for animal specimens taken on a safari. Although the tanks are equipped with preservation provisions (primarily refrigeration and vacuum) for holding kills, they are also fully adapted to a variety of environments to allow carriage of live specimens back to zoos, parks, or laboratories. The interface between each capture tank and the trophy lounge (location 3) is a strong transparent wall which allows the clients to observe their live trophies.

The capture tanks, numbered 1 and 2, are effectively identical mirror images of each other. Captured animals can be held in the capture tank on board the hunting launch, and then transferred to a main capture tank once the hunting launch docks with the ship. In some cases, live animals can be herded into the empty launch slip, and then directly into a capture tank on board ship. Dead, drugged, or immobile specimens can be manipulated into place using the air/raft, if necessary.

Although capture tanks 1 and 2 are effectively identical, common usage allocates



tank 1 for land animals and tank 2 for aquatic life.

Environment Support Installation. Each capture tank has an independent environment support mechanism which is capable of maintaining the desired atmosphere, temperature, and pressure for life forms held inside. Standard settings are also available for preservation of dead trophies with a minimum of deterioration.

Retractable Rear Porch. A metal platform is attached to the rear of the starship hull and can be made available to crew and passengers as a position to stand on without contact with the world surface below. This rear porch's primary purpose is recreational—it allows clients to relax and lounge, sipping refreshments while enjoying the environment of the new world they are visiting. Railings and steps make it possible to deploy the porch even when the ship is floating in a local sea, or settled on an open plain.

In flight, the porch is retracted to fit snugly against the lower surface of the hull. Retraction takes approximately two minutes, and is halted automatically if any obstruction would prevent smooth operation of the mechanism. The porch is accessible through an integral set of stairs at its rear. On the porch itself, a ladder leads to the upper deck of the ship.

Staterooms. The quarters on this ship are standard format starship staterooms designed to provide the maximum of utility at an efficient price in space and cost. The staterooms in the ship are similar in function and appearance to this one, although each may differ in minor details.

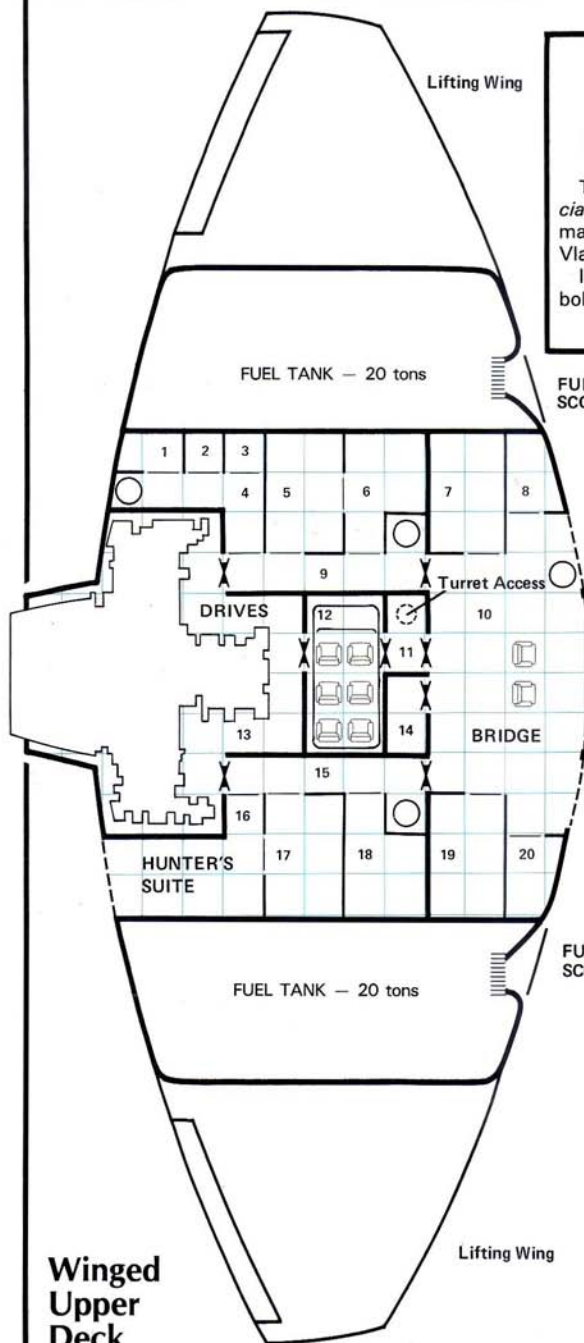
Staterooms support four basic functions—sleep, personal sanitation, privacy, and storage of personal items.

For *sleep*, the stateroom provides a large bed adapted to human dimensions. When not in use, the bed folds into a wall storage niche, allowing more space for other functions during non-sleeping periods.

For *personal sanitation*, the stateroom includes a wash basin, toilet, and a shower. All fold into niches in the wall when not in use.

Privacy is a major function of the stateroom; long periods of travel in jump make

Animal Class Safari Ship



Leaping Snowcat



The Leaping Snowcat, (*Thalailurus uncia*) is a carnivore/pouncer native to many worlds of the Imperium, including Vland and Pretoria.

In Vilani culture, the snowcat is a symbol of powerful surprise.

—Source: Library Data



Typical Humans



Deck Plan Symbols

- Interior Wall
- - - Sliding Door
- Bulkhead
- Maintenance Hatch

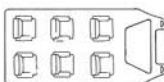
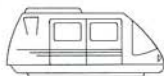
IRIS VALVE

- ✕ Iris Valve
- Overhead
- Floor
- ⊙ Both Floor and Overhead

Leaping Snowcat Safari Ship

The Relani and Wong version of the Safari Ship is a 200-ton winged hull vessel constructed at the Relani and Wong shipyard on Youghal in the Trin's Veil subsector. Construction used standard designs available throughout the Imperium. Faithful to the tradition of luxury and quality of this class of vessel, the ship features a high degree of workmanship and craftsmanship, including special hand-carved aromatic howood inlays from Pysadi and tufted noble leather upholstery and fittings from Tarsus.

Crew: Four. Pilot, Navigator, Engineer, and Steward/Medic.
Drives: Jump-2. 1G.
Gravitics: 1G floor field. Inertial compensators. Sleeping plates in staterooms.
Electronics: Model 1/bis computer.
Passengers: 7. Single occupancy.
Cargo: Six tons, plus two 7-ton trophy capture and transport tanks.
Armament: Provision for turret at hard-point above bridge.
Vehicles: One 6-passenger air/raft. One 20-ton hunting launch.



Six-place
hunting air/raft.
Two tons, plus
two ton lift
capacity.



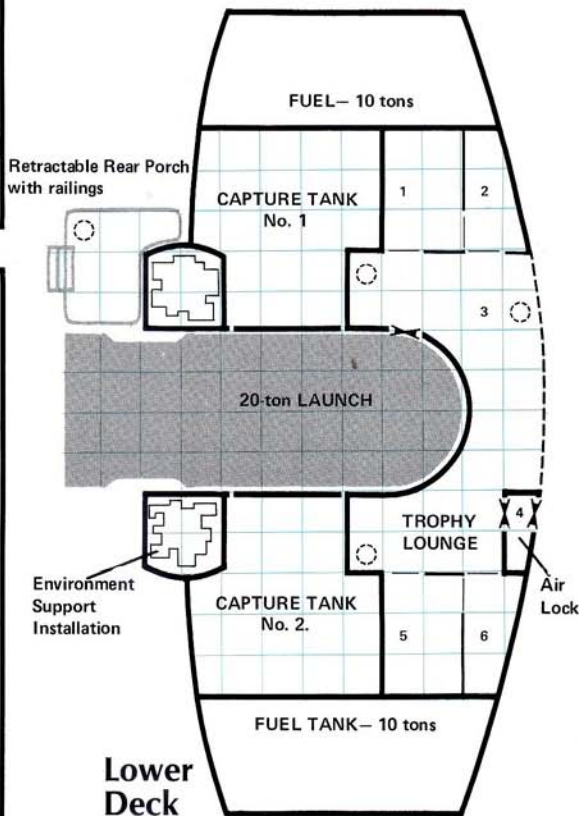
Crew of the Leaping Snowcat

Pilot ex-Scout 87ABB7
 Salary: Cr6,900 3 terms age 37
 pilot-3, rifle-1, air/raft-1, vacc suit-1,
 navigation-1

Navigator ex-Navy Lt. 5789B6
 Salary: Cr5,750 2 terms age 29
 gunnery-1, computer-1, ship's boat-1,
 vacc suit-0, navigation-2

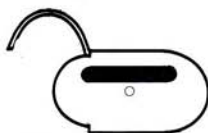
Engineer ex-Merchant 2nd 796988
 Salary: Cr4,600 3 terms age 36
 engineer-3, jack of all trades-1, bribery-1,
 vacc suit-1, carbine-1

Steward ex-Hunter AA8788
 Salary: Cr9,200 terms age 37
 medic-2, steward-0, rifle-3, hunting-2,
 leader-1



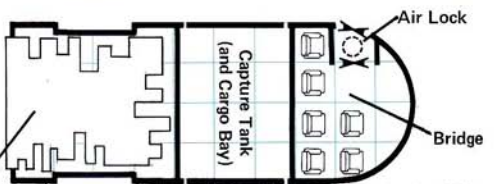
Lower
Deck

Hunting Launch



Front View

Drives and Fuel



Overhead View

it essential for everyone that a place be available for personal privacy and solitude. For this reason, the doors to the stateroom are lockable, and common shipboard courtesy forbids intruding on individuals in their staterooms if uninvited.

Storage of personal possessions is facilitated by the large number of built-in shelves, drawers, and compartments in the stateroom. Bulk equipment not needed while in flight often remains stowed in a cargo compartment, but personal clothing, equipment, or even hobby materials are kept in the stateroom for easy access.

Normally, weaponry is kept under lock and key, unavailable during flight. However, due to the nature of the safari ship, this rule is often relaxed.

Doors occasionally connect one stateroom directly to another stateroom, or to another room. The purpose of these connecting portals is to allow some flexibility in accommodations. Staterooms can be enlarged into suites of rooms by opening the door connecting them. Normally, interconnecting room doors are kept locked.

1. Client Stateroom. This stateroom is one of the better ones in the ship, opening directly on the trophy lounge. It also has a door to the storage room (location 2) which allows the stateroom to be converted to a suite.

2. Storage Room. This room is used to hold up to three tons of cargo.

3. Trophy Lounge. The social center of the safari ship is the trophy lounge, a large and spacious recreation area set in the forward part of the lower deck. The lounge is dominated by the transparent forward hull plane, which provides an awesome and intriguing view of the ship's flight. In space, the starry sky is beautiful; in take-offs and landings, the sight is not for the faint-hearted; on worlds, the view is ever-changing. Many ship captains deliberately select landing locations where the view through the forward hull will be a sight to remember.

The trophy lounge includes eating and drinking facilities, managed by the steward, and recreation facilities, available for the clients as they desire. Because the trophy lounge is a center of client social life while on a safari, it is also a good advertising vehicle. First and foremost, the crew itself makes sure that trophies from previous safaris are available. Since actual stuffed animals are prohibitive in size and weight, they are generally kept available as flat photographs, motion pictures, or holographic projections.

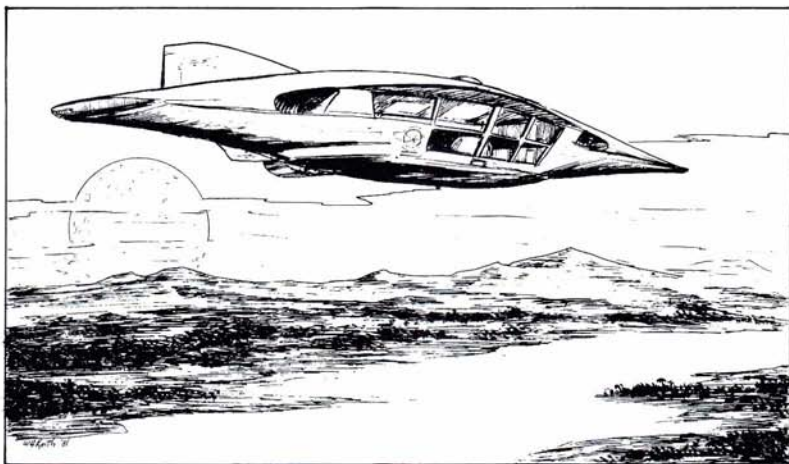
When a safari ship is operated under the auspices of a megacorporation, the trophy lounge is often carefully arranged to showcase the megacorporation's products, be they hunting rifles, entertainment consoles, food preparation equipment, or books, or other more mundane services. This ship, operating under Naasirka sponsorship, is a showcase for Naasirka electronics, computer, and communications equipment.

4. Air Lock. The forward air lock pierces the transparent forward plane of the ship, and allows boarding of the ship. In hostile environments, the air lock protects the interior atmosphere of the ship, while allowing any outside activity to be monitored from inside. Vacc suits are typically stored in the airlock when not in use.

In acceptable environments, the air lock can be disabled, and the lock serves as the front door to the ship.

5. Client Stateroom. This stateroom is one of the better ones in the ship, opening directly on the trophy lounge. It also has a door to the storage room (location 6) which allows the stateroom to be converted to a suite.

6. Cargo Bay. This chamber can hold three tons of cargo. Its location near the forward air lock makes it especially useful for storing camping and hunting equipment, and for storage of vacc suits.



THE UPPER DECK

The upper deck of the safari ship holds the bridge, the drives, several staterooms, and the air/raft hangar.

Drives: The drive room of the safari ship contains the power plant, maneuver drive, and jump drive. Tuning of the drives, making repairs, and performing other engineering functions which cannot be controlled by the computer, must be undertaken by the engineer in the drive room. A small access corridor within the drive room allows most parts of the drives to be inspected and repaired. This corridor also includes wall-mounted tool racks, diagnostic equipment, and repair and spare parts compartments.

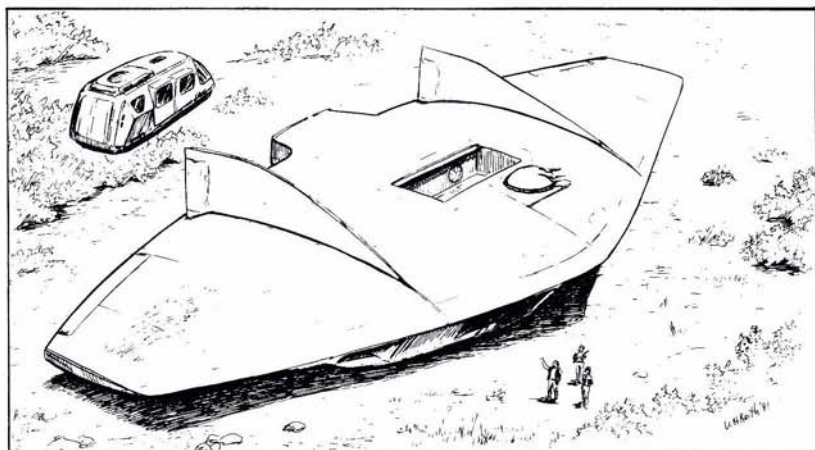
Computer. The ship's computer (a Naasirka Model 1/bis) is contained in a specially shielded and protected compartment located just off the bridge. Although the computer is operated from terminals on the bridge, in the drive room, or in staterooms, the actual computer is separately located for safety—from tampering or from accidental damage.

Weaponry. The ship's turret is mounted at the hardpoint directly over the bridge. The gunner occupies the turret when firing the ship's weaponry. Because there is only one hardpoint, the ship must be maneuvered to allow its upper surface to face the target.

If there is no turret in place, then the hardpoint has an iris valve installed instead.

1. Hunter's Clothing Locker. Because a safari ship may travel to many different worlds, it must be prepared to accommodate its clients regardless of the environment encountered. To this end, the clothing locker contains special environment clothing such as cold weather clothing, wet weather clothing, and even underwater equipment. Storage at this location near the hatch leading to the rear porch enables clients to put on such items just before leaving the ship.

2. Hunter's Equipment Locker. Just as special clothing is needed for various environments, so is there a need for special equipment. Machetes and brush knives for jungles, ropes and pitons for mountain climbs, skis or snowshoes for snowfields, and even sun helmets for deserts are all carried in the equipment locker. In addition, special navigation equipment such as compasses, inertial trackers, and radio



transponders to help navigate and locate clients are also carried.

3. Hunter's Weapons Locker. Clients on a safari select their weaponry themselves. Some favor cameras or video recorders, in which case they can be stored in their own staterooms. Weapons (which may range from bows or pistols to rifles or even larger weapons) are routinely stored in the weapons locker for safety. Only the captain and the navigator hold the keys to the weapons storage locker.

4. Locker Corridor. Because access to the rear porch and the storage lockers is necessary only when the ship is on a world, a sliding door closes off this corridor from the rest of the ship most of the time. This corridor is normally not used in space. It may be used for temporary storage up to one ton.

5. Client Stateroom. This stateroom is a standard accommodation. It has a door to the adjacent stateroom (location 6) which will allow conversion of the two into a suite.

6. Client Stateroom. This stateroom is one of the smaller client staterooms on the ship. It can be combined with the adjoining stateroom (location 5) as a suite.

7. Senior Crew Stateroom. This stateroom is one of the better crew staterooms, being larger and more spacious. Because staterooms are assigned to crew based on seniority, this stateroom is generally assigned to the pilot or navigator.

8. Junior Crew Stateroom. This stateroom is smaller than average, although it retains a complete array of sleeping, sanitary, and storage facilities. Typically, this stateroom is the engineer's, if only because he or she spends a great deal of time in the drive room, and has less need for personal space.

9. Corridor. This corridor connects the bridge to the drive room, as well as providing access to the rear porch corridor, and to two staterooms. Branching off this corridor, just aft of the bridge bulkhead is a vertical iris valve to the trophy lounge on the lower deck.

10. Bridge. The bridge is the nerve center of any starship. It contains acceleration couches for the operating crew and control consoles for the drives, for the ship's sensors, and for the operating controls. The large transparent forward plane is largely superfluous, as the controls for the pilot are sufficient to allow operation in any weather or environment through instruments.

Off the bridge are staterooms for the crew. The rear wall of the bridge has iris

valves leading to the computer (location 14), to the air/raft lock (location 11), and to the two corridors.

Air/Raft Lock. This air lock allows access to the hunting air/raft which is carried on this deck. The air lock provides protection against atmosphere loss or environmental contamination when boarding or leaving the air/raft. In addition, this air lock allows access to the weapons turret; the gunner's battle station is normally in this location.

Several vacc suits are stored in this air lock.

12. Hunting Air/Raft. The six-place air/raft used for excursions on world surfaces is stored in this hangar. When operated, the air/raft leaves the hangar through a sliding door set in the upper surface of the ship. With client's comfort in mind, the air/raft is fully enclosed, and allows passengers to enjoy a sightseeing trip without worrying about weather.

13. Drive Room. Contained within this chamber are the power plant, maneuver drives, and jump drives for the safari ship. Access to the maintainable parts of the drives, and to a small area containing repair parts and machine tools is possible for the ship's engineer. Iris valves permit access to the drive room through two corridors, or from the air/raft hangar.

14. Computer. The Model/1bis computer carried aboard the ship is located here. Normally, it is necessary to enter this compartment only to make physical repairs, or to upgrade the computer. Entire flights can take place without the necessity of entering this compartment.

15. Corridor. This corridor connects the bridge with the hunter's suite and the drive room, as well as two staterooms. Branching off this corridor just aft of the bridge bulkhead is an iris valve leading to the trophy lounge on the lower deck.

16. Hunter's Suite. The most luxurious stateroom on the ship is the hunter's suite. This compartment is well-appointed with plush furniture and provides clearly the best living quarters available on board. The ship captain tends to use this stateroom for his personal use when the ship is not carrying clients.

The hunter's suite can be expanded to include the adjoining stateroom (location 17) using the door in the wall separating them.

Most impressive in the hunter's suite is the large transparent wall/ceiling at the rear of the room which allows the occupant to sleep under the stars or to observe the progress of the journey alone.

17. Client Stateroom. This stateroom has standard accommodations. It has a door to the adjacent hunter's suite (location 16) which will allow conversion of the two into even larger quarters.

18. Client Stateroom. This stateroom has standard accommodations.

19. Crew Stateroom. This stateroom has standard accommodations. Its door opens directly on the bridge.

20. Crew Stateroom. This stateroom has standard accommodations.

THE AIR/RAFT

The air/raft which is supplied with the safari ship is a special custom model designed for comfort and utility in a wide variety of environments. The upper structure of the air/raft is enclosed, creating a van-like body with doors for passenger and cargo access.

The air/raft is slightly underpowered because of its superstructure, and as a result it cruises at 40 kph, with a maximum speed of 80 kph.

The vehicle can carry six passengers (or two passengers and two tons of cargo). In addition, a lifting eye mounted below the center of gravity can hold up to four tons. However, the maximum lift capacity of the vehicle is limited to four tons. When carrying an external load, the speed of the vehicle is reduced by 5kph per ton carried.

The air/raft does not have an air lock, and opening a door allows air to escape and local atmosphere to enter. As a result, air/raft passengers usually wear protective clothing or vacc suits if the outside environment requires such measures.

The air/raft nestles in an air lock compartment in the safari ship. If the air/raft is to proceed to a local destination which has a sufficiently large air lock, then passengers can ride in ordinary clothing.

In normal situations, the air/raft is used as standard transportation for clients and for crew—to hunt sites, to town for supplies, on reconnaissance excursions, and simply for sightseeing. It can be used as an ambulance, to carry trophies to the ship, or even to reach orbit if necessary.

THE HUNTING LAUNCH

In order to provide the ship's crew with additional mobility and safety, a 20-ton hunting launch is carried in a special slip along the keel of the ship. This standard design small craft is divided into three basic compartments—bridge, capture tank, and drives.

The drives for the launch make it capable of 1-G acceleration. It carries one ton of fuel.

The capture tank is a cargo compartment specially fitted out for carrying trophies from the hunt. Trophies and captures can be transferred to the main capture tanks through specially fitted doors in the launch and the safari ship.

The bridge has couches for six persons, but the craft can be operated by one person. Normally, the launch is operated by two persons for redundancy and safety. There is no computer.

Launch Slip: The launch is carried in a specially designed slip on the underside of the safari ship. It is possible to launch and retrieve the hunting launch while the ship is in space or on the ground. It is not possible to do so when the safari ship is operating in atmosphere.

SHIP'S LOCKERS

The Leaping Snowcat has three distinct ship's lockers for the safety and convenience of its clients: the clothing locker, the equipment locker, and the weapons locker.

The Clothing Locker: The clothing locker is intended to provide expedition clothing for patrons regardless of the nature of the activity.

Sizes: Because clothing must be reasonably well-fitting in order to be comfortable, the locker clothing assortment is carried in a variety of sizes. Sizes are expressed as a range of strength characteristics: a character with strength 10 can wear clothing which is size 9-11. If no clothing of the correct size is available, clothing of the next higher size range can be tailored to fit in 1D hours by someone with steward skill. Without steward skill, the alterations take 2D hours, and will be unacceptable on a throw of 8+ (a throw of 11+ renders the clothing unusable). Only those types of clothing listed as alterable can be tailored; other types cannot function properly if tailored or altered.

Inventory: The ship carries the following clothing items in the sizes shown.

Eight chameleon suits, one each in sizes 4,5,6,7,8,9,10,11.

Nine sets of cold weather clothing, four in size 4-8, four in size 9-12, and one in size 13-15.

Eight vacc suits, all adjustable to any size. Two additional vacc suits are also carried in the air/raft air lock and two more are carried in the forward air lock.

Four protective suits, all adjustable to any size.

Six sets of mesh body armor, adjustable to any size.

Four sets of cloth body armor, adjustable to any size.

Equipment Locker: The ship carries the following items of equipment.

Twelve respirators.

Twelve filter masks.

Eight combinations.

Four underwater air tanks.

Eight sets of swimming equipment.

Two inertial locators.

Two radiation counters.

Ten short range communicators (8) Cr75. Capable of 5,000 meters range and weigh 100 grams each.

Three long range communicators (9) Cr500. Capable of 500 kilometers range and weigh 500 grams each.

Twenty electric torches.

One shotgun microphone.

Two video recorders.

Three infrared goggles.

Fifteen sleeping bags.

Crates containing 600 person-days of dehydrated rations and 100 person-days of canned and packaged rations. Rations are in addition to the food and provisions stored on board for ordinary usage.

Weapons Locker: The *Leaping Snowcat* carries the following weapons for hunting purposes.

Ten hunting knives (daggers).

Six spears. Collapsible spears which can be disassembled into three one-meter components.

Four revolvers, each with pistol belt and holster and 60 rounds of ammunition. An additional 300 rounds of ammunition per pistol is available.

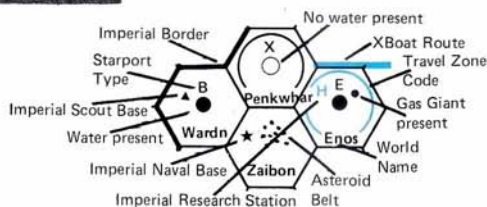
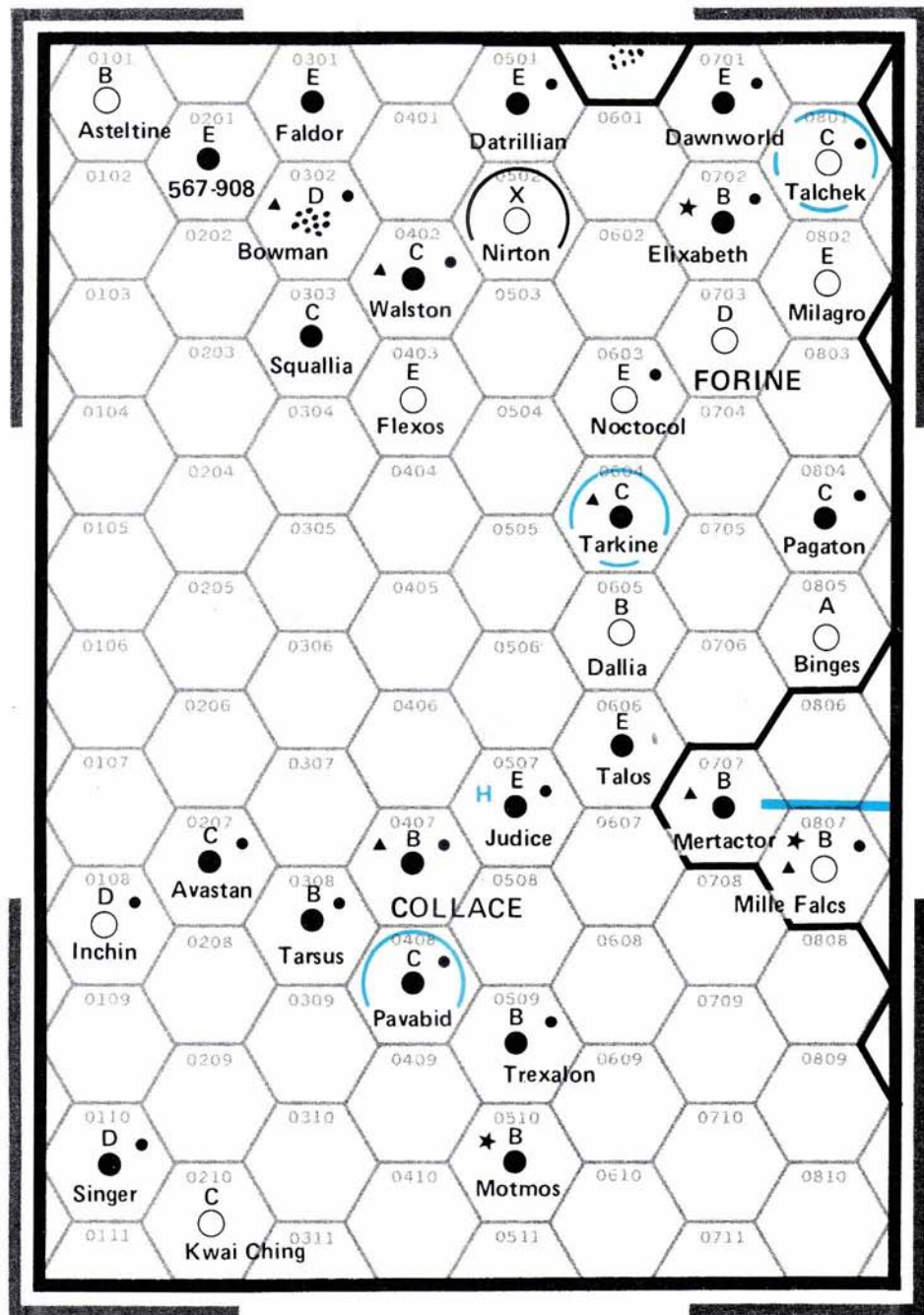
Four automatic pistols, each with pistol belt and holster and 60 rounds of ammunition in magazines. An additional 300 rounds of ammunition per pistol is available.

Six shotguns. Each shotgun has a sling and has 300 rounds of ammunition available.

Three rifles with telescopic sights. The rifles each have a sling and an ammunition belt with five loaded magazines of 20 rounds each. There are 500 rounds of ammunition available per rifle.

Six carbines, each with an ammunition belt carrying ten 10-round magazines. Each carbine has a sling. There are 300 rounds of ammunition available for each carbine.

One laser rifle, with power pack.



District 268

District 268

District 268 is an undeveloped region which does not yet enjoy membership in the Imperium, although Imperial protection has been extended to the worlds and peoples which inhabit the subsector. Headquarters for the Imperial bureaucracy is at Mertactor, which answers to the neighboring subsector capital at Glisten.

<i>Name</i>	<i>Statistics</i>		<i>Remarks</i>	
Asteltine	0101	B7A7402 A	Desert World. Non-industrial.	
Inchin	0108	D12035C A	Poor. Non-industrial. Desert World.	G
Singer	0110	D553774 6	Poor.	G
567-908	0201	E532000 0	Poor.	
Avastan	0207	C433520 A	Poor. Non-industrial.	G
Kwai Ching	0210	C503758 8	Non-agricultural. Ice-capped.	
Faldor	0301	E5936A7 2	Non-industrial.	
Bowman	0302	D000300 9 S	Asteroid Belt. Non-industrial.	G
Squallia	0303	C438679 9	Non-industrial.	
Tarsus	0308	B584620 A	Agricultural. Non-industrial.	G
Walston	0402	C544338 8 S	Non-industrial.	G
Flexos	0403	E5A1422 6	Non-industrial.	G
Collace	0407	B628943 D S	Industrial.	G
Pavabid	0408	C6678D8 6		A G
Datrillian	0501	E229633 8	Non-industrial.	G
Nirton	0502	X600000 0	Vacuum World.	R G
Judice	0507	E9B2000 0	Imperial Research Station.	G
Trexalon	0509	B361851 5	Rich.	G
Motmos	0510	B68468B 5 N	Rich. Agricultural. Non-industrial.	
Noctocol	0603	E7A5747 6		G
Tarkine	0604	C466662 7 S	Rich. Agricultural. Non-industrial.	A
Dallia	0605	B8B5883 9		
Talos	0606	E333532 9	Poor. Non-industrial.	
Dawnworld	0701	E885000 0		G
Elixabeth	0702	B426467 8 N	Non-industrial.	G
Forine	0703	D3129B8 A	Non-agricultural. Industrial. Ice-capped.	
Mertactor	0707	B262732 B S		
Talchek	0801	C7B1462 5	Non-industrial.	A G
Milagro	0802	E21178A 7	Non-agricultural. Ice-capped.	
Pagaton	0804	C769873 4	Rich.	G
Binges	0805	A800231 A	Non-industrial. Vacuum World.	
Mille Falcs	0807	B9A2469 C 2	Non-industrial.	G

District 268 contains 32 worlds with a total population of 10.6 billion. The highest population is 5.9 billion at Forine; Collace has 1.0 billion. The highest tech level is D, at Collace.

Hunting

The concept of hunting encompasses any pursuit of animals for pleasure or for survival. Hunting does not automatically require killing of prey; pictures or recordings are equally accepted as a final goal. Hunting can be divided into three areas of endeavor: *detection, stalking, and conquest*.

Detection is the ability to determine the presence or recent passage of the particular quarry, and to identify it by its tracks, spoor, or habitat.

Stalking involves the actual tracking of a quarry. Two specific aspects of stalking are stealth and determination. Lack of stealth can prematurely reveal the hunter to the prey and prevent the final conquest; lack of determination can cause the hunt to be given up too soon.

Conquest is the final goal of hunting. Traditionally, the ultimate goal of hunting is to kill the prey. This has changed through the years to encompass three distinct types of goals: killing (for trophies or food), —recording (as sounds, images, or both) and coup (where contact with the animal—without killing it and without the hunter sustaining injury—is sufficient).

Individuals make their own decisions as to the type of hunting they prefer to undertake. Survival situations call for hunting animals and killing them for food. Some quests call for finding animals and either capturing them or recording them for scientific analysis (or for the reward that scientists will pay so that they can perform the scientific analysis).

The Referee's Responsibilities: When administering hunting encounters, the referee should be aware of individual characters' goals as well as probable actions by the animals. In order to make a hunting encounter work, the referee can (and should) take the role of the animal in the hunt. For dull or unintelligent animals, playing the role merely calls for the animal to move about its territory, making it the player's responsibility to detect, stalk, and conquer the beast. For more clever animals, the referee can lend his or her own intellect to the contest, taking on an adversarial role and making the animal detect, stalk, and try to conquer the hunters.

The basic rules of combat apply when animals and hunters meet. Detection and stalking must be strictly managed by the referee to make them both realistic and enjoyable. The following are a few guidelines for the referee to follow:

1. **Territory.** The animal will have a territory. The referee should establish the size and configuration of the territory before the hunt begins. Large animals have relatively large territories, while small animals claim quite small areas. Within its own territory, the animal has an advantage, being familiar with the terrain, with possible hiding places, with dangerous areas, and with the location of food and water. Outside its own territory, an animal is less secure, being unfamiliar with the details of the area. Animals rarely leave their territory unless they are forced.

Territories are primarily claimed to exclude other animals of the same species (but not of the same clan, herd, pride, or group). Animals of other species are usually allowed access to the area, provided they do not compete for the same food.

Territories vary in size, but a rough approximation would allow one square

kilometer for each kilogram of body weight for the animal. Thus, a 100 kilogram pouncer would have a territory of 100 square kilometers, or about 10 kilometers by 10 kilometers. For flying animals, multiply their territory by 10.

Some animals migrate, and when this occurs, they change their territory. Similarly, occasionally an animal will seek out a new territory—young leaving the nest, forced migration due to climate or disaster—and do not yet have an established territory.

2. *Lair*. Somewhere in the territory is the animal's home, den, lair, or nest. This protected place is the home base for the animal, and where it goes when wounded. It is also the location of any young or eggs (and if the animal is a gatherer, items which it has gathered or accumulated). Trappers will have their trap in their lair.

A hunter who knows where an animal's lair is can assume that it will return to it eventually. On the other hand, animals tend to defend their lair with greater ferocity than when otherwise encountered.

For some animals (grazers, for example), the lair is a movable location occupied by the herd. As a result, individual grazers may separate from the herd, but regard the herd's location as home, rather than any specific physical location.

3. *Purpose*. Animals always have purpose in what they do. Rather than simply wandering aimlessly around within their territory, they are performing some task. They may be finding food or water (some animals may seek out more unusual nutrients, such as salt licks or minerals, or they may need sunlight, shade, heat, or some other special condition). They may be marking their territory to warn off rivals of their species, they may be instructing their young, or they may even be playing, but there is some purpose to the activity.

The referee can often have a greater insight into how the animal will react if it is first established what the animal is doing.

Skill Levels. Hunting is the primary skill associated with the hunt. Other skills may be used for various phases of the hunt, including recon, survival, and various weapon skills. Personal characteristics are also important.

Procedures: Normal animal encounters are designed to be random meetings reflective of the animal population of an area. Hunts are different in that they are deliberate activities to seek out and conquer a specific animal type. As such, the procedure for a hunt differs from that of an ordinary animal encounter.

For a hunt to begin, the characters must know (at least roughly) the type of quarry they seek, and they must be prepared to work to find it. A hunt may be organized and deliberately set out to detect an animal type, or it may be casual, actually beginning once the animal is detected.

Detection of an animal is most possible if it is listed in the animal encounter table for the area involved. At the referee's option, other animals (specifically being hunted, and reasonably resident in the area) not contained on the animal encounter tables may also be detected.

The animal encounter table is the basis for detection of animals. For each hour of looking, throw 10+ to detect tracks or other signs of an animal. Allow DM + the highest of hunting, recon, and survival. Throw once per person in the group. Once a track has been detected, throw 2D and consult the animal encounter table to determine the type of animal tracks. An *event* may be re-rolled, or may be used by the referee (at his or her option) to indicate that the specific quarry has been detected. The track is identified on a throw of 4+: DM + hunting skill; DM + 1 if intelligence 10+. Throw only once for the group to represent their consensus opinion.

Stalking a detected animal is possible for as long as tracks remain available. Stalking takes place in fifteen minute segments. During each segment, the stalkers follow the tracks or spoor while trying to find the animal.

Consult the animal encounter table for the speed of the animal being tracked. Throw that speed or less on 1D for the tracks to end or be lost. If the tracks are not lost, then throw on the animal encounter table—if the result is the same as the die roll for the animal being tracked, then it has been found. Allow a DM of hunting skill or survival skill for the tracker of the group on this throw.

For example, in prairie terrain, the animal being tracked is die roll 5 (hunters with speed 2). Throw 2- (on one die) per hour for the tracks to be lost. If the tracks are not lost, then throw 2D on the animal encounter table—if the result is 6, then the animal has been encountered. If the character who is tracking the animal has survival or hunting skill, then the highest level of that skill is used as a favorable DM after the die roll. If the tracker in this example had hunting-2, then any die roll from 4 to 8 would result in encountering the animal.

Flying animals cannot be tracked; they must be actually located or observed, or met by chance. They may be ambushed.

Swimming animals cannot be tracked. In rivers, the group may move up or downstream in hopes of encountering them. Ambushes may be possible.

Animals with speed 0 are encountered if they are detected.

Conquering: Animals which are encountered after stalking are then the subject of animal encounters. The standard procedure is followed to determine which side has surprise (allow a stalking party DM +1 for stalking, in addition to other allowable DMs), and to determine range.

Combat proceeds normally. It is possible for the animal to have surprise for combat.

If the goal of the hunter is to record the animal with cameras or recorders, then the animal must not flee (allowing time for the imaging or recording process); it must remain for at least one turn or the imaging process is unsuccessful, and stalking must continue.

Tracking: Once an animal has been encountered, and has fled, the hunters may track it. The animal will move at typical speed, and so any speed above 1 will be faster than humans. Tracking may be accomplished in vehicles if available.

An animal fleeing an encounter will head for its lair; it will rarely leave its territory. Animals in their lair will attack to protect their young or if given no alternative.

Ambush: In some cases, animals cannot be stalked, and must be ambushed instead. Duck hunting on Terra is an example of an ambush. The hunters find a likely location, either along a route used by the quarry, or near where they feed, and wait. Typically, hunter skill will help in determining such a location.

Throw 12+ per hour for the animals to happen by the ambush. For flyers, allow a DM +2. If decoys or specialized calls are employed, DM +2.

Once an ambush has been sprung, it will be avoided by the animals for at least the rest of the day.

Turnabout: Some animals, especially large carnivores, may turn and stalk their hunters, perhaps before the hunters have detected or encountered the animal, or perhaps after being encountered and fleeing. The referee may institute such a situation and administer especially cunning animals in their own hunts.

Encounter Tables

The tables on pages 16 to 19 of *Traveller* Supplement 2, *Animal Encounters*, should be used for animal encounters in 567-908. In addition, the maritime locations encounter tables on pages 40 to 42 may be used when the events take place in or near the sea. Two special tables for 567-908 are included in this booklet and cover mountain valley and mountain valley wall in the Valley of Memories.

Events: The events shown in the animal encounter tables in Supplement 2 should be implemented unless there is reason for special events. Special events allow the referee to provide clues and direction to the player characters. They are tailored to the specific qualities and characteristics of 567-908, and are of three types: clues about history, interesting or challenging situations which do not provide direct assistance in the quest, and encounters with the shriekers.

Special events are administered by the referee and may be arbitrarily imposed in order to provide information to the players. They may occur when the adventurers are in a hex on the map which contains the appropriate item. For example, a special event of *city ruins* can only occur in hexes within the bounds of the Shrieker Empire or the Sun Worshippers Empire (see page 41). Traces of *roads* can only be encountered in hexes which have roads marked on them. The various shrieker encounters are possible anywhere within the areas marked on the map as Shrieker Empire (not Sun Worshippers' Empire) or current shrieker territory. As each event is encountered, check it off on the list so that it will not be implemented again.

Historical Events: The following special events allow the adventurers to encounter clues as to the history of the planet and of the shriekers.

1. *Road.* A stretch of grassland has been eroded by wind to reveal a flat section of rock with an unusual pattern. Closer examination shows that the rock has been closely set without mortar as a roadbed about 12 meters wide. The degree of craftsmanship is quite high; the stone itself appears to have been worn down through heavy use. The road may be followed in either direction for a distance of 2D times 10 kilometers before it disappears. It is straight, occasionally deteriorating into rubble for stretches. Every 17 kilometers, the road widens into a circular plaza about 180 meters in diameter.

This road is an artifact left by the vanished civilization of the shriekers. Examples may be found as remnants of the Shrieker Empire or the Sun Worshippers' Empire, depending on location.

2. *City Ruins.* The adventurers stumble onto a few fragments of cut stone which can be identified (after 1D hours) as the ruins of a very old city. Not discernible from the air, the city ruins are covered by local grasses and are noticed only by chance.

This mound is the ruins of a small city once inhabited by the shriekers. Such cities can be found approximately one per hex in the territories of each former empire.

3. *Dry Sea Bed.* Geological features show this area to be a dry sea bed which was under water relatively recently. Once the nature of this area is known, someone in the party will identify each new hex of dry sea bed as it is entered.

4. *Collapsed Sun Worshipper Mines.* Large tailing heaps identify several mines located in the foothills in the center of the desert. It is possible to identify the various metals being mined, including copper, tin, gold, and silver. The size of the tailing heaps indicates that the mines were operated for thousands of years.

5. *Docks and Ships.* The dry seabed is marked by large breakwaters and carefully constructed stone slips for ships. Although somewhat eroded, the location appears to have been under drifting sand and only recently naturally uncovered.

The ships are difficult to piece together from the few fragments still remaining, but enough is present to indicate that they were hand-rowed galleys similar to barges.

Challenges: These events may be repeated from time to time.

1. *Storm.* The sky begins to darken and within two hours there are heavy rains and high winds of up to 100 kph. The air/raft cannot be operated because of the high winds, and the hunting launch must be taken to 15,000 meters or higher in order to be safely operated. The storm continues for two local days.

2. *Flash Flood:* Specific situations which call for a flash flood are given in the chapter titled Safari World.

The Shriekers: The following shrieker special events allow the adventurers to gradually meet the shriekers. These events may only take place in territory where shriekers are present.

1. *Shrieking At Night.* During the night, loud wailing shrieks can be heard in the far distance. They are relatively brief and it proves impossible to locate their source.

2. *More Shrieking At Night.* During the night, loud wailing shrieks can be heard in the far distance. After a short interval, fainter shrieks can be heard from even farther away, as if in reply.

3. *The Shrieker Seeker.* A single large six-legged animal can be seen at a distance of about 500 meters from the camp.

This shrieker seeker is curious about the expedition and has been investigating; but it is cautious enough that it can escape any attempt by the group to catch or shoot it. Throw 9+ for someone to notice that the seeker was wearing a harness (and a clue to the fact that it is not simply a wild animal).

4. *The Shrieker Expedition.* A group of shriekers is encountered at some distance from the camp. The group includes at least one priest, one seeker, 1D fighters, and 2D serfs.

The fighters and the seeker have walking legs and these legs should serve as the most obvious clue that the shriekers are intelligent. In addition, some of the serfs may have beasts and wagons and may be using them to carry equipment or provisions.

This shrieker expedition is involved in gathering herbs and spices which grow wild in this terrain. Some of the herbs have curative properties and are used by the seeker in preparing potions and medicines. The spices are simply valuable for their rarity and novelty.

Throw for reaction by the shriekers and use that reaction to implement the encounter. If things go too badly, the referee may find it necessary to produce a later encounter with another shrieker expedition and hope for better results.

Using The Tables: Use the animal encounter tables as the basis for hunting in accordance with the hunting rules in this adventure. In addition, throw once per day for a random animal encounter. Throw the number shown in parentheses at the upper right of the table for an encounter to occur.

BESTIARY

The goal of Thingvellir's quest is the crested trapper. The following provides some information about the animal.

Thingvellir's crested trapper (as he will name the species) is a 200 kilogram carnivore which breeds exclusively in the Valley of Memories on 567-908. It is encountered die roll 9 on the valley wall table below. Shaped somewhat like a spider with wings, the trapper arrays its multi-hued crests (which are wing-shaped) to both sides and waits. Sunlight filtering through the translucent panels of the crests attracts small animals which are caught when they move too close to the trapper's eight legs. Stingers on the forward leg pair kill the prey, and it is eaten at the trapper's leisure.

The crested trapper is approximately two meters in length and half a meter wide. The crestspread on a typical specimen is two to three meters.

Encounter Tables: The encounter tables below are available only in the shrieker Valley of Memories.

VALLEY FLOOR Terrain

		Medium World, Very Thin Atmosphere (8+)			
Die	Qty Animal Type	Weight	Hits	Armor	Wounds & Weapons
2	1 Hijacker	100kg	17/ 4	none	6 thrasher A5 F4 S1
3	9 Eaters	200kg	26/ 8	none	8 teeth A4 F4 S1
4	6 Intimidators	400kg	22/ 9	none	17 claws A2 F2 S0
5	1 Hunter	25kg	15/ 8	jack	4 claws+teeth A2 F6 S1
6	1 Intermittent	200kg	21/ 8	jack	12 thrasher F8 A4 S1
7	1 Intermittent	400kg	21/15	jack	10 horns+hooves F6 A8 S1
8	1 Intermittent	50kg	19/ 4	none	7 horns+hooves F9 A9 S1
9	2 Killers	400kg	18/ 9	jack	19 body pistol A1 F7 S1
10	Event— Cairn. A small pile of stones lies overgrown by savannah grass. Digging into it (or asking a shrieker) shows that it is a grave for a shrieker who died while visiting the Valley of Memories.				
11	1 Flying Pouncer	3kg	2/ 4	none	4 claws+teeth A0 F0 S1
12	5 Chasers	25kg	7/ 7	none	10 teeth+1 A0 F6 S2

VALLEY WALL Terrain

		Medium World, Very Thin Atmosphere (9+)			
Die	Qty Animal Type	Weight	Hits	Armor	Wounds & Weapons
2	2 Hijackers	800kg	25/13	none	19 teeth A3 F6 S1
3	5 Hunters	400kg	29/ 3	none	13 claws+teeth A5 F3 S1
4	6 Intimidators	100kg	11/ 6	none	7 hooves A4 F2 S0
5	2 Flying Eaters	1kg	5/ 0	none	2 claws+1 A6 F6 S1
6	6 Grazers	400kg	23/ 6	none	14 horns+hooves F4 A7 S2
7	3 Grazers	400kg	20/10	mesh	16 claws+teeth F4 A5 S2
8	1 Grazer	100kg	23/ 9	none	8 horns+teeth F4 A4 S2
9	1 Trapper	200kg	16/13	mesh+1	12 stinger A0 F6 S1
10	Event— Denuli Gems. Scattered about on the rocks are hundreds of small gemstones. Many are old and grey, but some are bright and iridescent. A shrieker will insist they be left alone as they are unviable eggs returned to the valley by their parents.				
11	3 Killers	6kg	3/ 5	none	8 stinger A6 F7 S1
12	1 Killer	400kg	17/18	none	11 teeth+1 A2 F9 S1

The Shriekers

The intelligent life-form on 567-908 has an unpronounceable name which is a combination of ultra-high sound and gestures. The high pitched, loud communications between them provokes an obvious name: *shriekers*.

Shriekers are intelligent omnivore gatherers native to 567-908. Bilaterally symmetrical, they mass about 200 kilograms and stand about one meter high. Their internal skeleton branches from a central keel bone which runs ventrally rather than dorsally as do backbones. Of four pairs of legs, three are for locomotion, while the forward pair has evolved into manipulators. The head contains the brain, mouth, and primary sensory organs. Three pairs of eyes are capable of distant vision, close vision, and infrared vision. Hearing and smell senses are also situated on the skull.

Shrieker far sight is the most developed of their senses, and can distinguish between small objects at distances of up to 1000 meters (humans can distinguish between similar objects at 500 meters). Far sight utilizes wavelengths more toward the ultraviolet, and fails to distinguish between yellows, oranges, and reds that humans see. Near sight has greater close range resolution than far sight, but cannot focus beyond about one meter. Heat sense operates in the infrared range and can detect heat sources, whether they be other animals, fires, warm areas, or the sun. Heat sense is relatively coarse in its resolution, but some shriekers can be trained to use it with great accuracy (equivalent to far sight up to ten minutes per hour). The process, leaves the individual exhausted for the rest of the hour.

Hearing is handicapped by the very thin atmosphere of the planet; special training (shrieker skill) produces a greater ability in the use of sound for communication, and it is used for long distance communication.

Nerve pads situated on the palms of the manipulators are capable of directly sensing nerve pulses in the nerve pads of other shriekers when in direct contact. The result has been the evolution of language using these nerve pulses; this shrieker language is concerned primarily with subjective content such as opinion, preference, judgement, and evaluation. It is used for basic communication, although supplemented by sound when necessary to express concrete concepts.

Shrieker touch is concentrated in the manipulators, although the entire body is sensitive to heat, pressure, and pain.

Shriekers are adapted to their world's very thin atmosphere, but cannot breathe above about 4,000 meters and mountain hexes are inaccessible to them.

Most intriguing about the shriekers are their walking legs. Shriekers normally walk on short legs about 20 centimeters off the ground. A simple surgical procedure increases flexibility of the legs and allows them to control extended artificial walking legs which hold them higher off the ground (with an extended vision range as a result) and which allow greater speed. Walking legs attach to the upper legs as they extend horizontally from the shrieker body, and the body is suspended from the six upper legs. Special "feet" are available for rocky, marshy, or slippery ground, and a special feeler plug extends from the bottom of the foot to the handle allowing the wearer to know when the leg has touched the ground. Shriekers altered

to use the legs become extremely adept and prefer them to unaltered legs. The surgical procedure which allows the use of walking legs, however, permanently cripples the leg joint and makes it difficult for a shrieker to stand on its own legs. A brace is available to correct this difficulty, but it is only marginal in its efficiency. As a result, shriekers with walking legs rarely remove them.

Shrieker Reproduction: Shriekers have two sexes roughly equivalent to male and female and reproduce by mating. The union of male and female produces a sac of 10 to 20 ripe eggs which are individually (two or three per standard year) fertilized by the male and hatch after about one standard year. The couple continues fertilizing eggs and raising children until the egg sac is exhausted. Ripe eggs deteriorate slowly with time; from the original sac, about ten percent prove unviable.

In nomadic shriekers, reproduction takes place in a less structured manner. Continual migrations of shriekers were the cause of high hormone levels and contributed to the production of ripe eggs by the female. Egg sacs were fertilized by the male all at once, (although the rigors of migration resulted in high infant mortality) and several egg sacs were produced in the course of the parents' life. When the shriekers settled down into an agricultural life, a lower fertility level was encountered. Egg sacs were smaller, and fewer of the eggs were viable. To remedy this, the tradition of the mating pilgrimage appeared.

The mating pilgrimage reproduces the rigors of the nomadic wanderings on the male and female and raises hormone levels to a level which will increase egg viability. In addition, the pilgrimage has become a social necessity; severe prejudices attach to young born without a pilgrimage and such young are invariably assigned to the serf class, regardless of other qualifications or heritage.

Some shriekers embark on additional mating pilgrimages, but the practice is rare.

Of the ten to twenty eggs in a sac, the average couple fertilizes ten and four survive their youth to reach adulthood. Youth lasts about eight years. When a female dies, her eggs may still be fertilized by the male. When a male dies, the eggs cannot be fertilized, and they die with him. These eggs are kept in reverence in the home until it is time for the children to go on their pilgrimage to the Valley of Memories. The unviable eggs are carried to the mist-shrouded valley and scattered on its grasslands with the belief that the souls of the unhatched eggs will migrate to other eggs being fertilized in the valley and have a further chance at life.

Elder shriekers are sterile, and elder males may not fertilize ripe eggs.

SHRIEKER CIVILIZATION

Shriekers have climbed the ladder of evolution on their world rather quickly, having been forced by natural selection into a niche in the ecological hierarchy which called for intelligence. About - 200,000, shriekers first began dividing the duties of gathering food, scouting for new food sources, and guarding and raising the young to individuals on a permanent basis. By - 150,000, the shriekers had developed rudimentary agriculture and domesticated a few meat animals. Since then, two major civilizations have arisen.

Around - 108,000 a sun-worshipping empire centralized food production while the noble class developed medicine, construction, and irrigation. It finally fell as a result of a severe drought and the resulting famine and plague.

About - 15,000, in the broad flood plains along the western shore of the Great Sea, an agricultural culture arose. Initially, it consisted of nomadic bands collecting

and gathering food and migrating when supplies were exhausted. By – 10,000, trade was taking place, and a central religious authority had been established. In about – 9200, a group of warriors sworn to support the religious establishment created a parallel civil authority, and by – 8900 it had evolved into a civil government. The religious leadership abdicated its power and became a passive priesthood with a remote retreat in the mountains. Over the course of centuries, the government evolved into a civil service bureaucracy.

Under this government medical science advanced and walking legs were invented. Irrigation systems were developed to enhance agriculture. Sailing ships cautiously ventured along the seacoast, eventually circumnavigating the Great Sea. Expeditions into the mountains and into the great desert were mounted. Settlements were established in remote parts of the world for mining necessary minerals and to subjugate some of the lesser shrieker populations. The Shrieker Empire dominated the known world.

In about – 6000, natural catastrophe hit the planet. The surface of 567-908 has four large crustal plates; the juncture of two of them lies roughly north-south on the floor of the Great Sea. Strains had been pulling these two plates apart, and in one large seismic disturbance, they separated, creating a trench several thousand meters deep where before, the sea depth was only hundreds of meters.

The newly created trench resulted in a new sea level, draining the western reaches of the sea. At the same time, the seismic shocks dropped the edge of the western plate several hundred meters, simultaneously destroying the Shrieker Empire and inundating its ruins.

Over the following millenia, weather has erased most of the evidence of the empire. What has not washed away in the plate shift and flood were broken down by erosion and covered over by savannah grasses. Only traces of the roads remain, as does the Great Retreat in the mountains.

Current Shrieker Civilization: The only remnant of the empire which survived was the priesthood's retreat in the mountains established in – 9200. It remained as an isolated bastion of shrieker civilization for the next several thousand years. The remaining shriekers reverted to nomadic barbarism; the lower classes soon abandoned their agriculture and took up gathering food, while the upper classes disappeared when there were no lower classes to support them.

Current shrieker civilization is centered on this Great Retreat; the priesthood dominates it, but it is now reaching out in a slow expansion of influence. It represents the only center of shrieker civilization on the planet.

SHRIEKER CHARACTER GENERATION

Shrieker characters are created in a process similar to standard **Traveller** character generation, but somewhat abbreviated in both length and complexity. In brief, the character's personal characteristics are generated, the character type and age are established, and skill and possessions are determined. The process uses random die rolls so that the referee can allow players to produce player characters if they wish. The referee may use die rolls, or may ignore die rolls and select appropriate characteristics, character types, and skills for non-player characters.

Characteristic Generation: Shriekers have six basic characteristics. Five are identical to human **Traveller** characteristics: strength, dexterity, endurance, intelligence, and education. The sixth (elder status) is a reflection of age in the shrieker com-

munity. Shriekers do not have social standing.

Strength and endurance are each generated with 3D. Dexterity and intelligence are each generated with 2D. Education is generated with 1D. Elder status initially equals 0. All characteristics have a maximum value of 23. For values above F (15) on the UPP, higher letters in the alphabet should be used (G to P). The letters I and O should be left out to avoid confusion with 1 and 0.

Character Types: Four basic character types are available for shriekers. They include serf, fighter, priest, and seeker.

Serfs are the mainstay of shrieker society, and serve as lower class workers and laborers in the fields of farming, hunting (and gathering), and transportation.

Fighters are the warriors in shrieker culture and function in the dual role of police and army. Typically, they serve to maintain order and structure within the community, and to defend it from outside forces. The fighters are a major power in ordinary shrieker affairs.

Priests control the religious affairs of the shrieker community. They are responsible for records and administration, and for the worship services which are a central feature in all shrieker lives.

Seekers (their literal name is seekers-after-knowledge) are a special group of shriekers who set out into their world in search of information and new discoveries, primarily out of curiosity. They also serve as doctors.

Elders are all shriekers who have survived the life crisis at about one local year of age. Once a shrieker has reached elder status, it is accorded a special seniority and rank which means it need no longer work. The fact that serfs can become elders is a powerful incentive for serfs to remain docile—the lucky few who survive to elder status achieve a life of ease and luxury. Elders of other character types often continue to work in their fields—as senior priests, as generals, or as seekers.

Procedures: The character generation charts include a checklist and tables for the generation of shrieker characters.

Aging and Death: Shriekers do not have aging in the sense that human characters do; surviving the life crisis virtually guarantees continued survival until an age of about 5 local years. After reaching an age of 5 cycles, throw 5+ on 2D each week: success indicates the shrieker has lived another week. Failure to make the throw indicates the shrieker has died.

Shriekers reckon age in two levels. Common age is counted until the life crisis is reached; elder age is counted after the life crisis. The shrieker age table shows standard year equivalents for various ages.

Skills: Shriekers receive one skill for each term (four standard years; or about one-tenth local year) of common age. Once a shrieker reaches elder status, it receives one skill for each cycle (local year) of elder age. Skills are taken from the appropriate column of the acquired skills table using 1D. If desired, a characteristic alteration from the skill list may be selected instead.

If weapon is received as a skill, the shrieker character may select a weapon from the weapons table. However, bow is restricted to fighters, and wand is restricted to elders. Anyone may select brawling instead of a weapon.

The skill list indicates those skills available to shrieker characters. The following skills are specific to shriekers.

Farming. The shrieker is skilled in the production of food through agriculture.

Heatsight. The shrieker has been trained to use its heat sensing eyes for better

SHRIEKER CHARACTER GENERATION CHECKLIST

1. Generate the five shrieker personal characteristics: strength (3D), dexterity (2D), endurance (3D), intelligence (2D), and education (1D). Elder status is 0.

2. Determine character type (1D) and note automatic skills.

3. Determine age (2D); if result is elder, throw for elder age (2D). If elder, elder status equals elder age.

4. Determine skills using skill eligibility table.

5. Determine possessions.

Note: Referee may substitute choices for die rolls with non-player characters.

SHRIEKER AGE

Die	Terms	Cycles
Roll	Common	Age Elder Age
2	1	12 1 42- 83
3	2	16 2 84-125
4	3	20 3 126-167
5	4	24 4 168-209
6	5	28 5 210-259
7	6	32 4 168-209
8	7	36 5 126-167
9	8	40 2 84-125
10	9	44 1 42- 83
11	Elder	— 1 42- 83
12	Elder	— 1 42- 83

Term: Four standard years.

Cycle: One local year.

Shriekers begin at age 8.

SKILL ELIGIBILITY

For each term of common age 1

For each cycle of elder age 1

POSSESSIONS

Serf: Spear. If teamster-2+, then beast and wagon.

Seeker: Legs if walking-1+. Medical kit if medical-1+.

Priest: Vestments.

Fighter: Legs. Weapon. Armor.

Elder: Weapon if any weapon skill. Wand. Legs if walking-1+.

CHARACTER TYPES

Die	Character	Automatic Skills
1	Serf	+1 Stren, Farming
2	Serf	+1 Dext, Teamster
3	Serf	+1 Endur, Hunting
4	Fighter	Weapon, Walking
5	Seeker	+2 Intel, Memory
6	Priest	Shrieking, Heatsight

ACQUIRED SKILLS

Die	Serf	Seeker	Priest	Fighter	Elder
1	1	5	3	2	7
2	7	6	4	6	10
3	8	7	9	7	11
4	10	8	11	12	12
5	13	14	14	18	15
6	19	20	17	20	16

Note: Characteristic alterations may be selected instead of a skill.

SKILL LIST

1	+1 Strength	11	Instruction
2	+1 Dexterity	12	Leader
3	+1 Endurance	13	Mechanical
4	+1 Intelligence	14	Medical
5	+1 Education	15	Memory
6	Brawling	16	Poetry
7	Weapon	17	Shrieking
8	Farming	18	Tactics
9	Heatsight	19	Teamster
10	Hunting	20	Walking

WEAPONS

Weapon	+DM	-DM	Wounds	Kg
Dagger	8+	3-	2D	.25
Broadsword	12+	7-	4D	2.50
Cross Bow	11+	6-	3D	6.10
Spear	9+	4-	2D	2.00
Wand (Cudgel)	8+	4-	5D (2D)	1.00

Note: Cross bow is available only to fighters; wand is available only to elders. Brawling may be selected as a weapon.

SHRIEKER UPPS

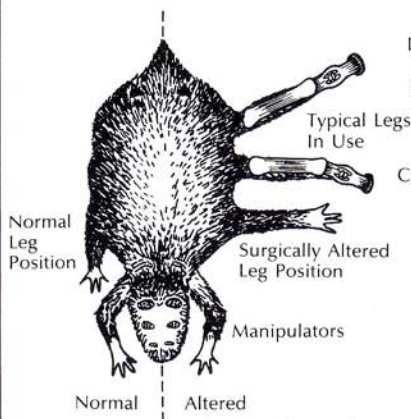
Shrieker UPP values greater than F (15) use higher letters in the alphabet:

F	G	H	J	K	L	M	N	P
15	16	17	18	19	20	21	22	23

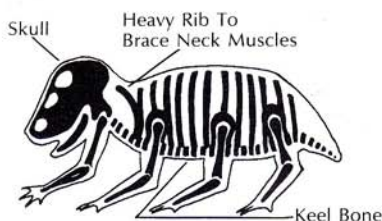
NATIVE TO
567-908
DISTRICT 268

SHRIEKERS

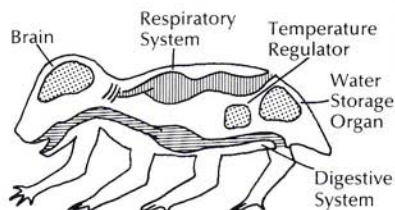
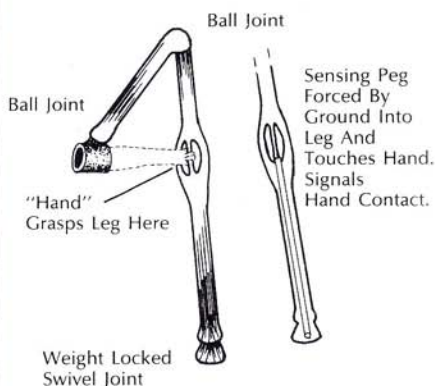
200 KILOGRAM
OMNIVORE
GATHERERS



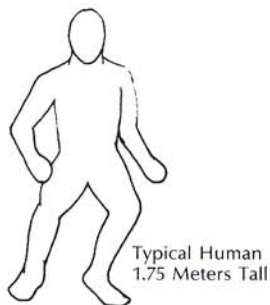
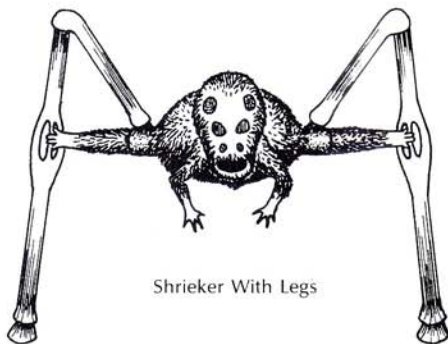
EXTERNAL APPEARANCE



SKELETAL STRUCTURE



INTERNAL ORGANS



night vision than ordinary shriekers. A shrieker with skill level-1 may treat total darkness as light for ten minutes per hour. This increases by two minutes per level.

Memory. The shrieker has been trained in long-term memory techniques. Much of shrieker knowledge is retained in memory rather than in written form. This skill indicates an elder who functions as an archival source of knowledge for the community. Throw 10+ for such an individual to have basic knowledge passed down from predecessors about a specific topic; DM + memory level.

Poetry. The shrieker has unusual talent in the transmission of emotional content using the shrieker nerve sense. The individual is eloquent in conveying subjective content, and is capable of controlling the content, rather than simply channeling its own feelings of the moment. Poetry is highly regarded as talent, and is similar to public speaking or persuasion.

Shrieking. The shrieker has skill in voice communication over long distances. Shrieking skill enables two individuals to communicate to distant range (500 to 5,000 meters) by a form of shouting. This skill also involves an ability to communicate by sound alone, as opposed to the standard multi-level shrieker communication of sound and nerve pulse.

Teamster. The shrieker is skilled in the use of the local beast of burden in connection with pulling carts, plowing, and hauling goods. The skill is a form of animal handling, and higher levels allow capture and training of the animals as well.

Walking. The shrieker has been surgically altered to allow use of artificial walking legs, and has skill in their use.

Brawling, leader, mechanical, medical and tactics are standard **Traveller** skills. Medical for a shrieker allows treatment of shriekers; treatment of humans would be handled as xeno-medicine. The characteristic alterations shown are handled in the standard manner.

Hunting is described in *Citizens of the Imperium*. *Instruction* is described in *Mercenary* and *High Guard*.

Weaponry: The weapons list indicates the weapons regularly used and owned by shriekers. Daggers, broadswords, bows and spears are identical to those of the **Traveller** rules. Humans may use shrieker weapons of this type, and shriekers may use human weapons of this type.

Wands (1000 grams; TL 3) are constructed from a local plant (the sparkplant) which internally generates electricity. The wand, carefully shaped from the wood of the sparkplant, carries a powerful electric charge which can be gradually expended. Wands are contact weapons and are usable only at close and short range. When touched to an opponent, it delivers 5D damage.

Length: 1000mm. Weight: 1000 grams. A wand is capable of up to 50 uses before it must be replaced. Old, discharged wands cannot be recharged.

Wands are treated as cudgels for combat purposes, but inflict 5D damage. An exhausted wand can inflict 2D damage.

Possessions: Once all skills have been taken, the shrieker may determine possessions on hand. Other possessions may also be present, but they must be determined by the referee in light of specific circumstances.

Available possessions include: spear, beast and wagon, legs, medical kit, vestments, armor, weapon, and wand.

Spear. A standard spear used as a defensive weapon and a tool by shrieker serfs.

Beast and Wagon. A two-wheeled cart and a large beast of burden (the shriekers

call it a "dumb puller"). Teamster skill is required to control the animal. The cart is used to carry goods from the fields to the town, and is sometimes useful in carrying shriekers themselves.

Legs. A set of carefully made walking legs for shriekers. Legs can only be used by shriekers who have undergone a surgical alteration of their leg joints. The operation is irreversible, and once a shrieker has it, it rarely removes the legs. Legs require walking skill.

Medical Kit. An accumulation of medical tools and drugs suitable for treatment of most ailments of shriekers. The kit also supports basic shrieker surgery.

Vestments. Distinctive harness and decorated ornaments peculiar to shrieker priests. Vestments identify a priest to other shriekers.

Armor. Personal protective clothing worn by fighters. Constructed of hardened bone and metal, its layered construction helps ward off blows and swings. Quilted, padded fabric reduces the chance of hits by bow shots. In addition, components of a complete armor set attach to legs to prevent their being severed by swings. Treat it as cloth-1.

Weapon. A specific weapon in which the individual has skill. If the shrieker has skill in more than one weapon, one weapon is received for each weapon skill held.

Shrieker Reactions: Shrieker reactions are determined by the specific situation and are influenced by the types of shriekers present. Reactions may be classified as positive, negative, and neutral. Seekers and priests tend to react positively; fighters tend to react negatively; serfs tend toward neutral reactions.

Reactions by shriekers should be noted when the adventurers and shriekers first meet, and at important times in their later interactions—such as when they meet an elder priest.

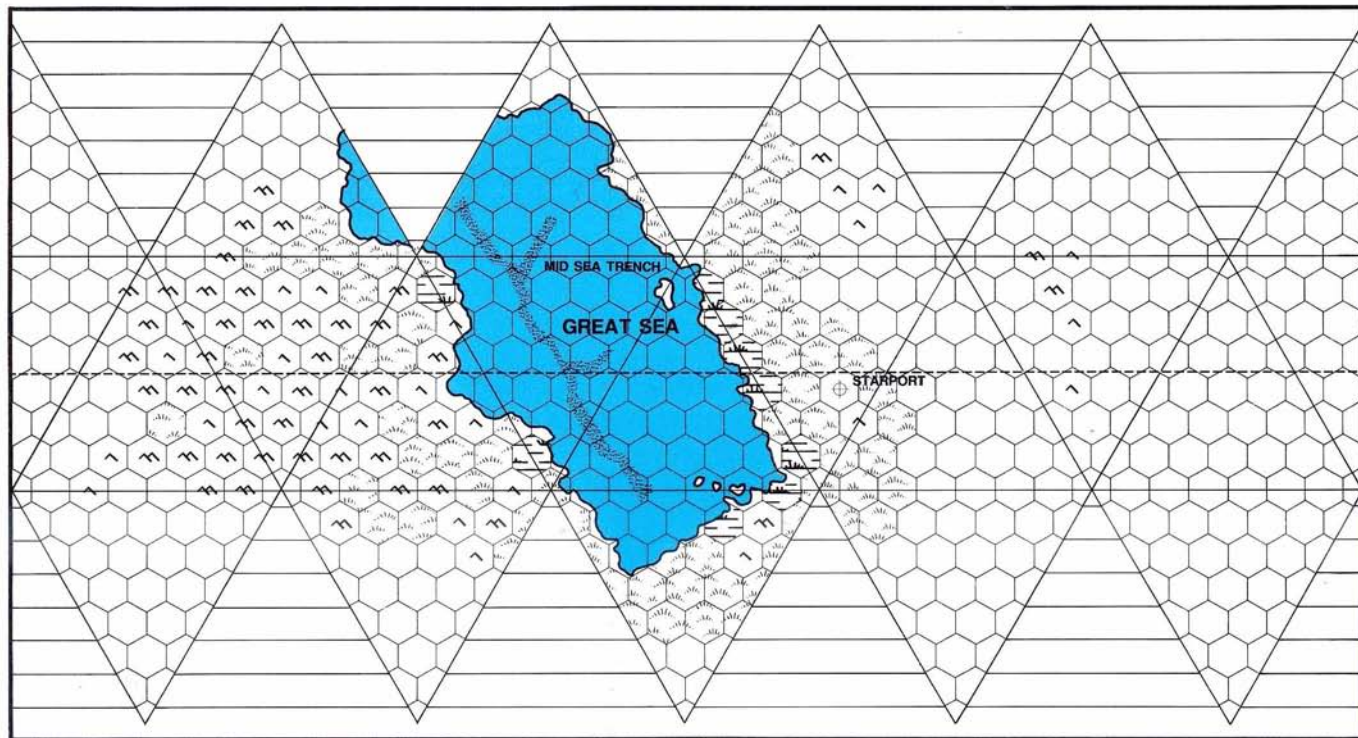
Reactions for shriekers depend on the group and use the standard **Traveller** reaction table. Allow the following points: Per seeker, +2. Per priest, +1. Per fighter, -1. Per serf, 0. The total is the DM on the reaction throw.

Life Crisis: Whenever a shrieker reached the age of 10 terms (about one standard year), begin throwing 2D of 10+ each week for the life crisis to occur. When it does, the shrieker falls into a deep sleep and appears to be near death. While others may know that this is the life crisis, only shriekers with medical skill can properly interfere, and then only to make it comfortable. After 1D weeks, throw 2D for 11+: success indicates that the shrieker has survived the life crisis and is now an elder. Otherwise, the shrieker is dead. The period of deep sleep is a period of unconscious introspection as well as of maturation. The individual shrieker who survives is wiser and more aware of its own weaknesses and strengths.

Shrieker Capabilities: Shriekers may be treated as similar to humans in the usage of their UPP. They may treat strength as double for the purpose of carrying loads.

Shriekers treat total darkness as partial darkness; they treat partial darkness as light.

Shriekers generally move (crawl) at about half human walking speed (9 squares per combat round; 2 kilometers per hour). Those with legs and walking skill move at human walking speed (17 squares per combat round; 4 kilometers per hour).



<p>Savannah</p> <p>Clear Prairie</p> <p>Forest River</p>	<p>Foothills</p> <p>Broken Rough</p>	<p>Wetlands</p> <p>Swamp Marsh Jungle</p>	<p>Sea</p> <p>Open Sea Surface Shallows Ocean Bottom</p>	<p>Hex Scale 700 km/hex</p>	<p>567-908 Players' Map</p>
<p>Desert</p> <p>Desert</p>	<p>Mountains</p> <p>Mountain</p>	<p>Coast</p> <p>Beach Ocean Bottom Shallows Rivermouth Open Sea Surface</p>	<p>Sea Trench</p> <p>Open Sea Surface Central Depths Ocean Bottom</p>		

An amateur scientist obsessed with his science is hiring adventurers to accompany his expedition to a distant planet in search of a rare and extremely beautiful animal. He knows the planet it comes from, but that still leaves an immense area to search.

Safari Ship includes deck plans and descriptions for the Animal Class Safari Ship, maps and data for subsector and planet, encounter information, and an essay on hunting. Plus special information for the referee.